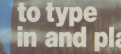



## Tony Bridge opens the door

## Hitting the tv adventure trail

## Adventures to type in and play
























**COMPETITION**
**Twenty copies of the Hobbit to be won**



SNOWBALL
at £9.90 is a great new adventure for:
BBC 32K COMMODORE 64 SPECTRUM 48K
LYNX 48K NASCOM 32K ORIC 48K ATARI 400/800 32K
Snowball is a massive adventure with over 7000 locations. it took nine months to perfect and marks a new leap forward in adventure games – it has a detailed, planned background and is set aboard a huge starship that would really work. Snowball could be a glimpse of the future!
You play Kim Kimberley, security agent. Your mission is to guard the colony ship Snowball 9 from sabotage.
Thus when your freezer-coffin wakes you with the Snowball still in flight, you know that something must be very wrong. You're weakened and disorientated by lengthy hibernation, but the fate of the 5 mile long space-ship is in your hands!
Snowball is our new fourth adventure. Here's what the reviewers have just said about the first three:
"The Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Cave is nothing short of brilliant; rush out and buy it. While you're at it, buy their others too. Simply smashing!"
- SOFT, September 83
"Of the programs reviewed here, the only one that is wholly admirable is Level 9's Colossal Adventure."
- Your Computer, September 83
"I found Dungeon exceedingly well planned and wriiten, with a fast response. There are well over 200 locations and the descriptions are both lengthy and interesting."
- Computer & Video Games, September 83
"This has to be the bargain of the year . . . If adventures are your game, then this is your adventure".
- Home Computing Weekly, 30th August 83
"There are three excellent adventures on offer from Level 9 . . . the descriptions are so good that few players could fail to be ensnared by the realism of the mythical worlds where they are the hero or heroine . . . great fun to play."
- Which Micro?, August 83
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Over 100 puzzles to solve as you explore the dungeons left by the Demon Lord – outwitting their guardians.
Price: £9.90 each (inclusive)
Level 9 adventures are available from good computer shops, or mail-order from us at no extra charge. Please send order, or SAE for catalogue, describing your micro to:
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DeptV 229 Hughenden Road, High Wycombe, Bucks HP13 5PG
SNOWBALL IX
Dealer Enquiries Welcome

# micro Adventurer

**Editor**
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Carmel Anderson

**Software Editor**
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**Advertisement Manager**
David Lake

**Advertisement Executive**
Simon Langston

**Administration**
Theresa Lacy

**Managing Editor**
Brendon Gore

**Publishing Director**
Jenny Ireland

**Telephone number**
(all departments)
01-437 4343

**UK address**
**Micro Adventurer**, 12-13 Little Newport Street, London WC2R 3LD

**US address**
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## CONTENTS



## EDITORIAL

MICROADVENTURER (MAD for short) is designed for novice and experienced adventurers alike. It will also cover the world of computer strategy, simulations and wargames.

For those of you who have never ventured into the realm of computer adventures before, they consist of a series of intricate puzzles. The puzzles themselves are set in worlds of myth and imagination, ranging from J R R Tolkein's *The Hobbit* through any number of elves, dwarves and trolls, to deserted castles and vast alien space ships.

Most adventures have some central aim, either a princess to be rescued or some treasure to be collected, but much of the fun lies in exploring the world created by the programmer. Suddenly, you are confronted by wizards, vampires, dragons and perhaps even the fabled Medusa, whose mere glance will turn you to stone. Alternatively, you may find yourself in a world populated by Norse gods — Odin, Thor, Loki and the rest — or maybe a world where the confederacy won the civil war in the United States. But, whatever form the particular adventure takes, sooner or later you will be faced with problems to which there are no obvious answers. You may find your progress blocked by a locked door. Perhaps there is a key hidden elsewhere, or an axe, or maybe the door really is impassable and you need to find a hidden passage in another room. The only solution is to experiment, looking for clues all the time.

There is usually a purpose behind most of the objects to be found in adventures, though there are some deliberate red herrings. A tree, for example, may enable you to see the surrounding countryside, if you climb it. Then again, chopping the tree down may expose a hollow hidden in its roots. A cave which, at first sight, appears to be empty, may contain a cellar. But, if the entrance to the cellar is barred by a leashed watch dog, you will have to decide whether to kill the dog, or make friends by giving it some food. The obvious choice of killing the dog may allow you to progress further in the adventure, until you reach a toll bridge guarded by an armed sentry. The sentry refuses to allow you to pass, making it impossible for you to complete the adventure. But, if you had fed the dog and taken it with you, the dog would have frightened the sentry away, leaving the bridge clear for you to cross.

It is almost impossible to describe the feeling of elation that results from solving a puzzle that has had you stumped for hours. The solution is often obvious, after the event, prompting cries of "But why didn't I see it before?". Adventure players are continually questioning their environment and the characters they find living in it. Things are often not quite what they seem — happy adventuring.

# LETTERS

**Send your hints, successes, complaints and compliments to Letters Page, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD**

## Obsessed well-doers

MY FRIEND and I are obsessed by adventures and have recently purchased Artic Adventures A-D and think we have done reasonably well with them. We have some hints that may interest others: a multi-coloured inventory will prove ENTERtaining at the porthole, and a surprise may mean a disguise.

The only adventure that we have succeeded in so far is Inca Curse in which our highest score is 3,850 treasure points — eagle 2,500 points, statue 400, coins 500, chandaliers 200, knifes (Artic's spelling mistake) 100, and bowl 150.

*Kennith McClure,*
*Belfast.*

## Space for adventure

NOT EVERYONE uses their Beeb for education. How about reviewing some BBC adventures instead of always Vic 20 or Spectrum stuff? I would be glad to write you a review if you sent me some tapes.

*C McQueen,*
*Steeple Morden,*
*Herts.*

**YOUR WISH etc, etc — no other micro mag has as much space as we do for adventures, so we will be able to extend our coverage to a wider range of machines.**

**On the subject of reviews: the best thing to do is send us a sample 300-word review of an adventure you already have, telling us what micros you own. If we're impressed then we'll send you new cassettes for reviewing.**

## Keeping a count

HAVING SOLVED the Count on the Vic 20 in three months I was pretty fed up with my journey into adventuring. I then swapped it for Adventureland and I solved that in about two weeks.

Then I realised that the numbering of the adventures was significant and so I next got Pirate's Cove instead of Voodoo Castle, thinking it would take four weeks to complete. How wrong I was — I have now been trying to solve this part of the adventure for 2½ months.

In this time I have made a few discoveries: pressing the V key causes the text to scroll a lot faster, and the P key reveals something totally unusual which I suspect is a debugging aid for the programmer. This works on the Vic 20, but I don't know about other computers.

*Simon Mills,*
*London SW12.*

## It's all in the name

I WAS interested to read of problems with Tansoft's Zodiac adventure, as I am the program's author. The clue to the safe is that the player cannot open it him/herself, but needs to get someone else to do it for him. I think that will probably be enough to go on.

On the maze in Zodiac: each room in the mirror maze has a unique name, so it can be mapped. For instance, one room might be: "You are in a maze of confusing shiny mirrors" and the next: "You are still in the confusing mirror maze". Also, you are occasionally asked if you would like to be brought out, with a slight loss of score.

I would also like to point out that there are six treasures and that, despite reports elsewhere, the ram and scorpion are not red herrings. And there are 12 signs (think about the name of the game).

*Geoff Phillips,*
*London NW9.*

## Unsticking service

MAY I take this opportuniy of mentioning the formation of a new mail-order company, Adventure-Zone Software.

This company sells adventure programs only, and acts as a forum for adventurers to swop ideas and hints. We also help people that are stuck (if we can!), even if they did not buy their programs from us.

*Simon Clarke,*
*Adventure-Zone Software,*
*10 Ennis Close,*
*Harpenden,*
*Herts.*

## Running away

I HAVE played a game similar to White Barrows on the MZ80K and the reason the wizard (wumpus) runs away may have something to do with the fact that the exits are open.

I also have some clues for Colossal Adventure. The vending machine needs coins and, as to where the colossal cavern is located, I think you must already be in it to find the plover room.

Anyone requiring specific clues to Colossal or Castle of Riddles can contact me on Micronet 302840768.

*Jim Thornton,*
*Doncaster.*

## Down in the dungeon

I WOULD be most grateful if you could give my daughter and I some guidance on the adventure game the Hobbit.

We have been wrestling with the tape for something over 12 weeks now, but no matter what brilliant ploy we come up with, we cannot get out of the goblin's dungeon.

We have visited the small comfortable room, the lonely lands, the trolls' clearing (large key), trolls' footpath, trolls' cave (sword and rope), Rivendell, misty mountain maze (golden key), the dim valley, Beorn's house (food), outside the goblin's gate, inside the goblin's gate, a large cave with torches, a stuffy winding passage, etc, etc.

We always finish up in the goblin's dungeon, armed with a sword, some rope, some food, Thorin (and sometimes Gandalf). After digging in the sand and prevailing upon Thorin to smash open the trap door, Thorin gets the small curious key (Thrain's key).

We cannot reach the window. We have asked Thorin to pick up the Hobbit — and then we get stuck! Our pleas for help always result in the same cryptic reply: "A window should be no obstacle to a thief with friends."

In order to restore some form of sanity in our household, we would be most grateful for any advice.

*Peter R Feiler,*
*St. Albans.*

**JUDGING FROM the correspondence it prompts, the goblin's dungeon is familiar to many. Tony Bridge is the person to write to if you need help with an adventure — he'll be writing a regular adventure help column for this magazine, in addition to his contribution to *Popular Computing Weekly*. If you want to solve a problem by contacting a fellow adventurer, then adventure contact is the section you need.**



HAVE YOU BEEN INVOLVED IN A MYSTERIOUS ADVENTURE RECENTLY?
If so, it is quite probable that you are presently suffering from TIS, more … own as Total Involvement Syndrome.
TIS manifests itself in a number of ways, one of the most dramatic symptoms … complete inability to fe… at ease in the world of reality. Other symptoms include insomnia, a … a Mysterious Adventure, a… an overwhelming sense of acute enjoyment.
Experts believe that TIS is usually contracted as a result of prolonged exposure to Mysterious Adventures, … commonly caused by owning any of the following Home Computers:-
48K SPECTRUM, BBC MODEL A OR B, TRS80, COLOUR GENIE, ATARI 400/800, COMMODORE 64, DRAGON … ZX81, LYNX etc.
When questioned about this epidemic, a representative of DIGITAL FANTASIA, a company who are actively involved in research and development work on Mysterious Adventures said, "There is probably no cure for TIS other than mains failure, faulty RAM chips etc. which can be at best only a Temporary solution". "In the absence of a more permanent cure, I would advise TIS sufferers to submit to the Syndrome and obtain Mysterious Adventures from any sources available to them". "TIS is highly contagious and in view of the current Worldwide Epidemic, I would say enjoy it while you can, resistance is futile".
If you have a BBC Computer or a 48K SPECTRUM, you can obtain Mysterious Adventures direct from DIGITAL FANTASIA in any of the following dosages:-
1) THE GOLDEN BATON
2) THE TIME MACHINE
3) ARROW OF DEATH (PART 1)
5) ESCAPE FROM PULSAR 7
6) CIRCUS
7) FEASIBILITY EXPERIMENT
8) THE WIZARD AKYRZ
9) PERSEUS AND ANDROMEDA
10) TEN LITTLE INDIANS
… including V.A.T. and Postage. Excellent quantity Discounts are available for Pushers.
D.F. MENTAL HEALTH WARNINGS. MYSTERIOUS ADVENTURES CAN SERIOUSLY DAMAGE YOUR SENSE OF REALITY.
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# NEWS DESK

**If you think you've something newsworthy, call 01-734 2631 and let us know**

## Dungeon starts to stir

DRAGON'S Dungeon has announced four new adventures for the Dragon 32.

The first is The Crystal Chalice of Quorom, a swords and sorcery text adventure of advanced difficulty. Next is The Temple of Zoren, a science fiction text adventure of intermediate difficulty. Third is Treasure Tombe, a real-time graphics adventure, and last comes Giant's Chest, a graphics adventure for young children.

All four have been written by Mike Meineck and are available on cassette. Each costs £7.95 except Giant's Castle which is £5.95.

Contact Dragon's Dungeon, PO Box 4, Ashbourne, Derbyshire, DE6 1AQ.

## Blackpoole lights up on CBM 64

SIRIUS Software has converted its best-selling adventure title Blade of Blackpoole from the Atari to run on the Commodore 64.

Also, a new graphic adventure, Gruds in Space, will shortly be available for the Apple II and Commodore 64.

Each of the four costs $39.95.

Contact Sirius Software, 10364 Rockingham Drive, Sacramento, CA 95827, US. Some of the titles are available in this country from Calisto Computers in Birmingham.

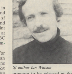
# Mosaic paves the way to science fiction tapes

SCIENCE fiction fans will be interested to hear of a new company — Mosaic Publishing.

Mosaic will specialise in adventure games based around books by well-known sf authors. The software and book will be sold as a joint package, and the games will at first be for the Spectrum, BBC and Commodore 64 computers.

The first title, scheduled for early January, will be an adventure game based on one of Colin Kapp's *Unauthodox Engineers* stories — *The Pen and the Dark*. The Unauthodox Engineers travel the galaxy solving tricky engineering problems that nobody else can handle, and in the adventure you play the role of the book's hero Fritz Van Noon.

Harry Harrison, another science fiction author, is planning games to accompany his *Stainless Steel Rat* novels, and in fact is also working on a program to be released at the same time as the final of the *Rat* series, early in 1985.



*Sf author Ian Watson*

Adventures are also planned to accompany other books and short stories: *Special Deliverance* by Clifford D Simak; *Soldier, Ask Not*, one of Gordon Dixon's *Dorsai* series; *The Width of the World* by Ian Watson; *The World Thinker* by Jack Vance; and *Technocolour Feudal*, one of the *Dag Fletcher* stories by John Rankin. All of these titles should appear in the first half of 1984.

"The games will be adventures in the broadest sense of the word," says Mosaic's founder Vicky Carne. "Some of the titles will be of The Hobbit style, others will be more of the Dungeon and Dragons type."

To write the games the company uses freelance programmers working from schemes either developed by the books' authors or by Mosaic's own designers. More than 10 programmers are currently working on the various projects.

Mosaic was formed in July 1983 by Vicky Carne. She previously worked for Sinclair Browne, the book publishing arm of Sinclair Research.

Others involved in Mosaic include computer author Tim Hartnell and Clive Allison of publishers Allison and Busby. Mosaic's titles will be distributed by John Wiley.

# Scrolling through the caves

SCROLLING on the Spectrum is put to good effect on Oracle's Cave, a graphics adventure from Doric.

Your quest is to find your way through the maze of caves to defeat the monsters and claim the treasure.

Pretty standard? Not really. The program features a split screen display. The top half is you, an animated figure, and the cave you are in. Text input in the lower screen half moves the figure into the labyrinth.

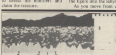
As you move from cave to cave the display scrolls across pixel by pixel as the figure walks. When you enter a cave with treasure or monster you can see it and in the latter case defeat it. When you climb either up or down ladders you encounter, the screen scrolls up or down as the figure climbs.

You mustn't hang around, though. As the game proceeds time is running out . . .

Explains Chris Dorrell, the program's author: "A game lasts for five days — computer days that is. In real time you can expect a game to last about 40 minutes."

Every time the game is played the layout of the caves and connecting passages is different. So, too, is the distribution of monsters and treasure.

The Oracle's Cave runs on the Spectrum 48K and costs £7.95. It will shortly be available from WH Smith.



*VALHALLA, for the 48K Spectrum, looks like becoming a worthy successor to Melbourne House's The Hobbit. The object of Valhalla is to find Grimnir, the helmet. But, first, you must locate five other special objects. Set in the world of the Norse gods, Valhalla uses a split screen to show both text and graphics. Unusually, however, the graphics are not static — you can move around the screen, as can the other characters. Valhalla, which comes complete with a player manual, costs £14.95 and is available from Legend, Freepost, 1 Milton Road, Cambridge CB4 1UY.*

# On your marks for Groucho

MID-OCTOBER sees the launch of Groucho, Automata's follow-up to Pimania.

In it you must follow Groucho all over the US picking up clues to a mystery personality. The first to discover the hidden identity wins a trip to Hollywood for two.

Those only in it for the music may delight in a new single by Lady Clair Sinclive and the PiMen to be found on the other side of the tape.

Groucho is for the 48K Spectrum and costs £10. Automata can be reached at 27 Highland Road, Portsmouth, Hants.

# Sherlock Holmes on the trail of The Hobbit

MELBOURNE House has announced its follow-up to The Hobbit.

The new adventure, as yet unnamed, will be the first of a series based on the characters from Conan Doyle's detective novels — Sherlock Holmes, Dr Watson and Inspector Lastrade.

The adventure is in two stages — both in the same program. In the first you, as Holmes, discover a body and need to find the clues to identify the killer. In the second you must present your evidence to Inspector Lastrade and, when he is satisfied that your evidence stands up, apprehend the culprit.

In the new adventure it is hoped to take communication with the other characters a stage further than in the Hobbit.

"The Hobbit was a unique step forward for artificial intelligence," says Melbourne founder Fred Milgrom. "Sherlock Holmes will be another step down that road where it will be difficult to distinguish between the computer and another player."

Dr Watson will be an invaluable helper, according to Melbourne House, but he is rather gullible — should you make an erroneous choice for the culprit he will most likely be just as amazed as if you have chosen correctly.

You must use him as a foil to discuss your ideas before going to Lastrade.

Doctor Watson's knowledge of railway timetables will be crucial to apprehending the killer.

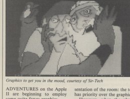
If you make foolish deductions in your discussions with Lastrade he will become "stroppy". If you continually bother him with ridiculous hypotheses he will even stop giving you much of his time.

"Although the plot is not based on any particular book we have tried to stick very closely to the mood of the Conan Doyle stories," says Fred.

It is not clear if the Sherlock program will have graphics as The Hobbit does. Explains Fred: "We are not sure if we will be able to manage the more advanced graphics together with the more complicated English interpretation and character interaction routines."

The Sherlock program is not expected to be ready until the beginning of 1984 and it will be available simultaneously for Commodore and Sinclair machines.

# Wizard given quality graphics on the Apple



*Graphics to get you in the mood, courtesy of Sir-Tech*

ADVENTURES on the Apple II are beginning to employ some quite fancy graphics.

Most of the companies involved are American because that is where most of the Apples are. Sir-Tech is a New York based company with one such title — Legacy of Llylgamyn.

The program uses an unusual method for presenting its text and graphics. Both appear in 'windows' produced on-screen. Different types of display have different priorities. For example, an option asking if the player wishes to use stairs to go up or down might appear in the middle of the screens, covering part of the graphic representation of the room: the text has priority over the graphics.

However, when the player answers the question the text is removed and the missing graphics are regenerated to produce the complete picture once more.

Up to five levels of display are at times represented using advanced software techniques not unlike those on Apple's new machine — the Lisa.

Legacy of Llylgamyn is the last part of the Wizard trilogy from Sir-Tech and the first to use the new windowing techniques. Available on disk it costs $39.95.

Sir-Tech is based at 5 Main Street, Ogdensburg, New York, NY 13669, USA.

# Franklin takes off in Fishy Business

THE second part of Salamander's adventure trilogy for the Dragon is now available — Lost in Space.

At the end of the first program, Franklin's Tomb, Franklin discovers and activates the matter transponder, transporting him into space for the start of the new adventure.

The final part, Fishy Business, should come out very close to Christmas. In an underwater world Franklin meets the person who sent the strange message which first set him on the trail at the beginning of Franklin's Tomb. Fishy Business provides the final clues to resolve the mystery.

Although the trilogy will be available first for the Dragon, BBC and Oric versions of Franklin's Tomb should now be available and versions of Lost in Space for these other two machines will follow shortly.

Each adventure in the series is supplied with an illustrated booklet and costs £9.95 — the same price for the three machines.

Looking further into the future, Salamander plans a full machine-code arcade/adventure hybrid by February next year called Rainbow Warrior.

The first of Salamander's long-awaited Castle-Barron series of role-playing adventures is now scheduled for the end of next year.

# Snowball starts to roll

LEVEL 9's new adventure, Snowball, is the first part of a trilogy of adventures.

In the program you wake up inside a freezer cockpit on a colony ship bound for a distant star. The ship — an asteroid of ice five miles in diameter being towed through space by a fusion-powered tug — has been hi-jacked. You have been put on the asteroid, unbeknownst to the crew, just to stop this kind of thing from happening — so you have to do just that.

Snowball is available for the Spectrum, BBC, Commodore 64, Lynx, Oric and Atari machines, all priced at £9.90.

The second part of the trilogy, Return to Eden, is planned for around Christmas, with the final part aimed for Easter time — The Worm in Paradise.

Shortly before Christmas, Level 9 plans a further adventure, not part of the trilogy, called Time Lords.







*The landscape unfolds before you on the Spectrum screen*

THE Forest, a new simulation game for the 48K Spectrum, will appeal to armchair orienteers.

If you have always fancied the outdoor sport of orienteering, only without the physical effort involved, then this is for you.

The object of orienteering is to complete a given course through the countryside over rough terrain as quickly as possible, without getting lost. At the start you, and other competitors, are given the map references you have to get to, a map, and a compass.

The Spectrum version is a little different. For a start you don't need to leave your seat. A map is provided, and the Spectrum does the rest. You are given a routine to complete — about seven computer kilometres — but you can also set your own. There is also uncharted ground beyond the edges of the map.

When you are ready, off you go. As you change direction the landscape unfolds before you on the Spectrum screen. The time that has elapsed since the start of the race is also shown.

The Forest is intended to teach the basics of the sport and enables an experienced orienteer to practise in the comfort of the home environment.

The program is published by adventure specialists Phipps Associates and is written by Graham Relf. Graham spends his spare time both making maps and orienteering. In fact, he is currently preparing the map for an international orienteering event to be held in Northumberland in 1985.

Says John Phipps of Phipps Associates: "The simulation is not as easy to play as it looks — most people say 'This is great' and go roaring ahead and fall straight in the lake."

The Forest comes complete with instruction manual and contour map of the terrain and costs £9.95.□




# Meet the men behind Infocom's mask

***Andrew Briggs** survives dwarves, wizards and other perils to bring you the story behind US firm Infocom*

WHAT POSSIBLE connection could there be between a venerable scientific organisation like the Massachusetts Institute of Technology and a netherworld inhabited by dwarves, unicorns and wizards?

Stumped? Well, the answer is Infocom, one of the new breed of companies revolutionising the adventure game market. Infocom is a young company made up of young computer professionals who cut their teeth working within the hallowed walls of the MIT. It was there that they began the work that has put them among the trend-setters in adventure games.

Since going it alone Infocom has played a large part in the development of adventure games. Its first, Zork, was written for mainframe computers in 1977 in MDL, a language inspired by Lisp and developed in the early 1970s at the MIT. As the 1980s dawned, Infocom used its expertise to convert Zork to run on microcomputers.

## Sentences

The company has developed software permitting adventure game players to use complete sentences rather than the standard two-word commands. These games are known as the Interlogic Series. They include the Zork trilogy, Starcross (a galactic adventure game), Suspended (a sortie into the twilight world of cryogenic suspension), Planetfall (a light-hearted look at science fiction), Deadline and The Witness (both murder mysteries).

The games, which require 32K primary memory and a disk drive, are compatible with the Apple II, Atari micros, the Commodore 64, CP/M systems, DEC's, Rainbow and RT-11, IBM bit, NEC's APC and PC-8000, the Osborne 1, Texas Instruments' Professional and Tandy's TRS-80 Models I and II.

In Zork I the Great Underground Empire confronts players with predicaments ranging from the mystical to the macabre, as they strive to discover the 20 treasures of Zork and escape with their lives. Zork II takes players into new depths of this subterranean realm where they will meet the Wizard of Frobozz. And in the final game in this trilogy, players encounter the Dungeon Master himself, who holds their destiny in the balance.

## Initiation

Deadline, an interactive mystery, is an initiation into real-life adventures. Players are pitted against a 12-hour time limit to solve a murder case, working from an actual dossier on the crime as they try to piece together the clues.

In the science fiction adventure Starcross players are launched into the year 2186 and the depths of space where they are destined to rendezvous with a starship from the outer fringes of the galaxy and enter the ship's mysterious interior. Once inside, they will come face-to-face with other worldly beings, both helpful and harmful.

Another science fiction adventure, Suspended, takes players into the twilight world of cryogenic suspension and awakens them to the nightmarish reality of a planet in crisis. Players strategically manipulate six robots in order to solve the problems. A game board and movable game pieces are also used. Suspended comes from staff member Michael Berlyn, an established writer of science fiction books.

The Witness, a whodunit rooted in the classic mystery novels of the 1930s, is a follow-up to Deadline. It puts players on the scene of the crime, working from a clue-laden police file and battling a 12-hour time limit.

Planetfall takes a lighthearted look at science fiction. On a distant planet, the hapless player has been shipwrecked, armed with only a patrol-issue, multi-purpose scrub-brush and aided by a impish robot companion. Players are challenged with saving the doomed and plague-stricken world while trying to keep a straight face.

The company's vice-president for product development, Marc Blank, clearly sees the Interlogic Series as a big breakthrough in the adventure game field. Writing in the January 1983 issue of *Softline* magazine, he said: "In the five years during which Interlogic games have been developed, the parser (the part of the program through which the player communicates with the games environment) has been continually enhanced and expanded. The impetus for that expansion has been the desire to present the player with new and challenging problems.

## Opening doors

"Early on, we recognised that adjectives were important in that they allowed the existence of more than one object of the same kind. An example from Zork I is doors: in the living room are two doors, a trap door (which is initially hidden) and a wooden door. The ability to distinguish between these is vital.

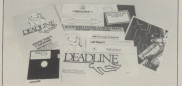
"The addition of prepositions and compound verbs using prepositions (eg "Pick up", "Put down" and "Turn on") was another important turning point in the

*Marc Blank (left) and Joel Berez — "A complement of additional enhancements make game-playing more enjoyable"*

construction of the Interlogic parser. There were two equally important reasons for this addition. In the case of prepositions, the need was compelling: "Put the knife in the trophy case", "Swing the sword at the cyclops", "Unlock the door with the key", "Fire the gun at the monster". Prepositions used in this way are vital if the verbs "Put", "Swing", "Unlock", and "Fire" are to be used conveniently and logically. Compound verbs allow a great deal of flexibility. Although the verb "Look" is ubiquitous in adventure games, the additional ability to "Look inside" "Look behind", or "Look under" adds new possibilities.

"Deadline incorporates a more conversational (albeit limited) style for interaction with the characters. One might say, for example, "Mrs Robner, tell me about your husband." Or "McNabb, show me the holes." The important thing to realise is that the entire interactive basis of Deadline is predicated on the availability of a parser that allows that interaction. In the case of the Interlogic games, the need for an ever-improving interaction has consistently led to ever-improving parsers.

"A complement of additional enhancements make game playing more enjoyable; foremost among these are the ability to use multiple objects in a command, the ability to string multiple commands on one command line, the recognition of ambiguous nouns and the ability to easily clear up the ambiguity. These are all intended to save the player from time-consuming repetition," he concluded.




*Deadline — players are pitted against a 12-hour time limit to solve a murder*

The development of a programming system that allows full sentences to be used is obviously a big advantage for Infocom. But the company's president, Joel Berez, believes Infocom has two other things in its favour.

## Expertise

The first is the MIT-influenced expertise of the people working for it. "It's the ability of these individuals that keeps Infocom in the forefront of the markets," says Berez. "With all these talents blended together, the resulting products can offer the highest level of sophistication. By working in a stimulating environment — formerly in the lab at MIT and now at Infocom — this team has developed an advanced set of programming tools."

The second is the versatility of the games. "Because we develop application software in a machine-independent manner, a single development effort yields software that, after only a very small amount of machine-dependent programming, will run on hardware manufactured by a number of major vendors," says Berez.

He believes both these factors augur well for the young company. In fact, he predicts that Infocom will soon branch out from entertainment into other areas, one of which will probably be business applications.

"We have the technological base established to develope new products," he says, "The personal computer market is growing by leaps and bounds and our plans are to provide quality products for a wide spectrum of computers and end users."□

# CHRISTMAS IS JUST AROUND THE CORNER SO [cut off at the page edge]

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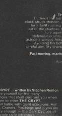
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## DEVIL RIDES IN

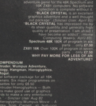
**THE DEVIL RIDES IN**
I uttered the last incantations as the clock struck thirteen. All fell silent except for a faint rustling in the corner. From out of the shadows they came, all Hell's fury against me but I was not defenseless until the Angel of Death, astride a winged horse, joined the battle. Avoiding his bolts of hell fire, I took careful aim. My chances were slim, but if my luck held ...
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**NOTE:** "The Wrath of Magra" is a complete adventure. You need not buy "Volcanic Dungeon" or "Black Crystal" to play it.

**CARNELL SOFTWARE**
North Weylands Industrial Estate,
Molesy Road, Hersham, Surrey
KT12 3PL



One of the less friendly inhabitants of the netherworld created in adventure games



# Meet the gang . . .

***Tony Bridge** tells who's who in the adventure game world in this extract from his book Spectrum Adventures*

THE BETTER AUTHORS employ a good deal of imagination in creating monsters, weapons, treasures and all the other paraphernalia in their adventures. But some characters tend to be regular inhabitants of these games — although familiarity should never be allowed to become contempt.

The term monsters, for our present purpose, can be applied to any character in a program that is out to do us harm — and they are not always recognisable as such. We can see distinct categories here. The classic adventure, descended from the original mainframe adventures, contains fairly passive monsters which tend to sit there, waiting for some brilliant strategem from the player to scare him away. Or we may have to avoid the monster by finding a way around him.

The evil dwarves are a notable exception in the Colossal Cavern adventures. They appear occasionally to throw a weapon at the adventurer. The first dwarf throws an axe. This must be picked up by the player and then thrown at the succeeding dwarves. They are all hurling knives, after the initial axe, but if you remember to keep retrieving the axe, you should have no trouble in surviving their attacks. In Level 9's version of the classic, an endgame is included that extends the original to some 70 new locations. And here you can really get your own back on those little dwarves! By dropping dynamite near a crowd of them, you can score many points. Incidentally, during this finishing sequence, you can also score points by saving from death a number of elves.

As played originally, on mainframe computers, the printer was often the only means of seeing what was happening — so blow by blow combat in D&D style was not really feasible.

### Active monsters

This leads us to the next monster category, which we find in the action games. In this category, the monsters are extremely active, and definitely out to get you! The combat system from the role playing games like Dungeons & Dragons is often used in these games, as exemplified in The Valley. And the monsters themselves, as befits the ancestry of this type of game, are of the leg-ripping, skull-crushing, heart-stopping sort. Here follows a list of some of these lovely things, along with brief details of their attributes, and origins. I've put them in a very subjective order of fierce-someness — so, if you meet a balrog, you would usually treat it with rather more respect than, say, an Orc.

Dwarves appear in the original main-frame classic, hurling knives and axes at the player — nuisance value only. Orcs, the jack-of-all-trades monsters, appear in the most Tolkienesque adventures. Extremely vicious and ugly creatures, in groups, and usually wielding spears or scimitars. There is an Orcish Archer in one of Level 9's games. The Waug appears in The Hobbit. Originally an extremely dangerous creature, who often accompanied Orcs on their raiding trips, the Waug doesn't seem to be active in The Hobbit. Its mission in that game appears to be lying around dead.

Animals also abound. Most programs featuring a snake do so to create a problem rather than to actively cause a player harm. Birds are often to be found at the top of mountains sitting on Gold Eggs. Find a way to frighten them off before attempting to purloin the treasure. Dragons are very frightening and powerful — do not

A gathering of the monster clan — but the creatures needn't follow the classic monster mould



Some of the monsters look truly out of this world

approach unless very strong, or very sure of how to cope with it. In The Hobbit, you may need help. A kraken is a water dragon.

Elementals come in four types: Air, Fire, Earth and Water. You will need magic of a sort relating to the Elemental before attempting to fight.

There's no need to tell you how to fight vampires. Before coming across them, you should have picked up any requisites at other locations, don't turn your nose up at the garlic. Mind vampires are a special sort — they are not after your blood!

Dogs are very lowly monsters, but often attack in packs. Only the most rudimentary of weapons are needed to fight them. Wolves are often more vicious than dogs. Only magical weapons will be of any use against werewolves.

Goblins are small, ugly creatures which delight in prodding their victims in the knees with sharp sticks. Hobgolins are larger, more dangerous and more cunning than their more animal-like halfbrothers.

A harpy is a winged creature of amazing strength and agility. A siren is a sea-faring harpy — usually found basking on rocks near the sea, singing. Rock music was never like this.

Trolls are devious, greedy, oafish creatures. You'll meet two very typical examples in The Hobbit. They don't like the sun. Barrow Wights are ghostly apparitions which populate the Middle Earth wilderness.

Centaurs are half horse-half men, often armed with bow-and-arrow, of which they are masters. Fire imps are little, agile flames of nuisance value. A fire giant is a large, dangerous flame. The thunder lizard is one of the most potent of monsters. Only tackle it if you are well-armed with conventional weapons, and have a fair amount of dexterity. A sand worm/purple worm is extremely dangerous. The sand worm is basically a mouth with a 60-foot stomach behind it. The purple worm is similar but with eyes, and not confined to the sand.

The Minotaur is the well-known bull-like creature. As dangerous as you would expect a highly-intelligent bull on the rampage to be. The Wyvern is another winged beast — this one comes equipped with vicious fangs and claws. The Balrog is one of the most dangerous of all monsters, and often met in adventures, as typifying the whole Tolkienesque, D&D world of fantasy. You may also have occasion to meet a Lich, so be warned — they are extremely powerful. They are former wizards who have died and brought themselves back to life to wreak havoc.

**Original creations**

This is, of course, only a partial list of the monsters you may expect to meet. Most adventure programs will feature some of these, and more of their own. In writing you own adventure, imagination can be the only restriction. Just about anything can be pressed into service in a game, and I have seen everything from snowmen to London double-decker buses being used as death-dealing enemies.

Most programs that rely on a Dungeon & Dragon-style combat system will keep you informed of your current physical status. This may take the form of physical points, combat points, or food points. You may, indeed, be given a combination of all these, but it will be clear to you when playing, that a decision on whether or not to fight with a particular monster must be made by you, taking into account your own strength, using whatever system the program adheres to, together with your own knowledge of the monster's own rating.

Of course, you may be given no fore-warning of a monster's presence, and thus have to fight whether you want to or not. This sort of program would be a very unfair one, and they're not common. Most games will give you both a certain pre-knowledge of the monster's capabilities and a method of escape should you wish to decline the challenge. You may not, though, make good your escape, if the monster is a particularly speedy one!

The sort of combat we've spoken about so far, with the system of strength ▷

◁ or combat points is based on the physical side of combat — that is, a few well-aimed chops at the monster's head with your broad-sword or morningstar. Many programs, however, give you the options of employing magical powers, and casting simple spells at a monster. This idea is very well-entrenched in D&D and Tunnel and Trolls, where many pages of the rulebooks are devoted to complex spells, which become ever more complex the longer you survive as a wizard.

The basic idea of a spell remains the same, however — to zap the monster with a well-aimed spell. This can take the form of a simple "SLEEP" spell which lays out the monster for a certain amount of time, to the "CRISPIT" spell as seen in The Valley, which annihilates the thing completely. Spells of this potency require a great degree of experience to use.

**Weapons**

At the start of the classic adventure, you are weaponless. You have to find your own armoury during the course of the game, and it will probably consist of not much more than a short sword, or dagger, or axe — and these are usually thrown at you by the occasional passing dwarf. These weapons come in handy when dealing with the dwarves, and you'll get points for killing them, but you will probably not get much of a chance to use them against dragons, or sirens, or other monsters. No, they are to be beaten by guile. You'll find that the Big Bad Pirate, who, every so often, rushes in to steal all your hard-won treasure and rushes out again to hide it, does so long before you can throw any axe you may also be carrying. So we have to look elsewhere if we are to use a lot of lovely, blood-dripping swords!

Although the Dungeons and Dragons system, with its swords, maces and so on, is a fertile ground, well-used by game-writers, there are several adventure programs available for the Spectrum which make use of more conventional weapons, including Richard Shepherd's Superspy and Transylvanian Tower. Fighting monsters with deadly weapons, however, is not really the ultimate aim of the traditional adventure game — sorry Jason, Fred and Tom of 2C! The monsters are usually protecting something, and that is usually the treasure (sometimes heavily disguised). We've finally arrived at what is without doubt the real reason for putting up with all the frustrations of playing these wonderful games.

Getting the treasure is not, however, the final story, as you have to return to a certain location to deposit the treasure and collect your points. Whilst this may seem a bit of a chore, as you will have to renegotiate all the perils on your return, there are, in most good adventures, certain routines to bypass this necessity.

Crowther and Woods wrote a certain magic word on a cave wall in their adventure — utter this at the right time (that is, when you have an armful of treasure you want to get rid of), and you'll find yourself, treasure included, back at your original starting point. You may then obtain your score. Other adventure programs actually allow you to carry the treasure-repository along with you. You may have to drop it at some point to allow you to collect treasure (or squeeze through narrow cracks in rocks) — so don't forget where you left it.



*Is this monster one of the good guys or one of the bad guys?*

**Treasures**

Let's have a look at some typical treasures. And, as with my list of monsters, there will be a (rather loose) progression of potency. A helm is a boring iron sort of helmet, a silver helm is a bit better, a golden helm is quite nice, but a magic helm is more like it, although there is an even better one on offer — the Helm of Immortality.

Gemstones come as opals, diamonds of course, emeralds, topaz, lapus lazuli — you name them and you'll find them somewhere in an adventure. Rings are the boring sort, a silver ring is not bad, and even a golden ring is a bit common nowadays — every adventure seems to have one! The one found in The Hobbit is famous for having no perceivable purpose. An invisible ring doesn't look much (how could it?) but if it makes the wearer invisible too, then it is obviously useful. An invisible cloak is even better than the ring.

These last two lead us to a secondary list — of 'found' weapons. That is, weapons that the explorer will find in his travels, scattered about the caverns, rather than the sword that most adventures provide their player with at the start of the game.

A torch is a very basic weapon, useful for clearing an area of ants, frightening wolves and so on. A club is a bit of a brutal weapon, not very subtle, while a dagger is a secretive variation of sword. A Kris is just one example of exotica. The typical adventure author is extemely imaginative when it comes to dreaming up new weapons, and you can meet all sorts of devices you never knew existed. Who said these games weren't educational? Scimitars are another bit of exotica on the face of it, but actually one of the favourite weapons of the Orcish tribe, so often met in adventures.

Meanwhile, back at the treasure: books are generally just worth points, as an artefact, but they are understood to be repositories of ancient lore, so, on opening, may increase your intelligence. But beware, they have been known to explode on opening. Gold coins are the standard currency in all the best adventures, but not as valuable as gold which is usually found in hoards, and is often the objective of the adventure.

And finally, but not leastly, the ultimate treasure of any adventure to date, The Golden Sundial of Pi. There is only one time and place in which it is to be found, and that time may well be 1986. It is still, however, the only treasure featured in an adventure program which can actually be won by the player.□

# SOFTWARE INVENTORY

**What's on the way in the adventure world — if you have a new adventure, war game or real-life simulation which you are about to release send a copy and accompanying details to Software Inventory, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD**

# Little flair in doom

**Adventure** *The Caverns of Doom* **Micro** *Dragon 32* **Price** *£4.95* **Format** *Cassette* **Supplier** *Premier Microsystems, 208 Croydon Rd, London SE20.*

PREMIER Microsystems, known to Dragon owners as the disk drive company, has moved into adventure software. The cassette arrived in a custom cassette case with scant instructions. Premier's reply to this is that to give too much away would spoil the game — fair enough.

I had a little trouble loading, the levels required seemed to be higher than usually needed. However, after a few attempts, the game was up and running.

It is a standard sort of text adventure. Your aim, I can only guess at, because you are not told in the instructions. I would imagine it is to collect as much treasure as possible in line with the classic mould of adventure games.

The game starts promisingly enough with a simple scenario and several useful objects nearby to pick up. You are told a couple of the commands in the instructions but to get anywhere in this adventure you must endeavour to build up a list of the computer's vocabulary. There is no other way to do this than by trial and error.

On moving around the game and solving a few of the puzzles along the way, I saw a few things which suggested that this adventure had been a little rushed. Several words are spelt incorrectly and three or four are cut in half by the end of a line.

The response time for most commands is around 10 seconds, but this shortcoming has prompted Premier to produce a new version which should be the one on sale when you read this. The new version has a response time of around four seconds and the screen display has been improved (I hope those little errors have been corrected too).

I have come across no graphics and at the time of writing am close to solving the adventure. The game is really for beginners, fairly simple and straightforward with a few absorbing puzzles to solve but not much to excite the experienced adventurer. At £4.95 it's fairly priced but it is lacking in flair. **CG**

# No sense in the thunder

**Adventure** *Caveman Adventure* **Micro** *BBC* **Price** *£6.95* **Format** *Cassette* **Supplier** *Program Power, 8/8A Regent St, Chapel Allerton, Leeds.*

CAVEMAN Adventure is intended as an introduction to adventuring, and is therefore not too arduous a trial. But it is very well presented, and pleasant enough to play. You take on the persona of a Neanderthal man, who must overcome various hazards to reach his village. The hazards are suitably neanderthal — including stampeding buffalo, large insects and the like.

Here is my first complaint: the various "sudden deaths" resulting from a wrong direction are a bit too sudden for my liking. Early on, for example, you are told that you are hungry. In the next move, you drop dead from starvation!

One feature of the game, not mentioned in the insert, is the use of the BBC's sound. This makes the game all the more enjoyable, using white noise mainly for rivers.

Caveman has one of the best screen layouts I have seen in an adventure. A description of the location is displayed at the top of the screen, along with the title, on a coloured background. Any objects are immediately under this, against a different background. The rest of the screen is normal teletext white-on-black, and is used for commands and responses. Oddly, the program can run in Mode 4, 5 or 6.

The game has some quirks in its commands (there are 12 verbs it will accept). GET and DROP are replaced by TAKE and LEAVE, and DESCRIBE is EXAMINE. The more unusual USE is a kind of general purpose verb for objects.

There are a number of other quirks, some serious. For instance, a thunderstorm which frightens the caveman into dropping everything does not reset the inventory to zero. Instead, you are told "you cannot carry any more", even when INV responds "you are carrying nothing".

Thunderstorms apart, this is an enjoyable adventure which experienced adventurers and newcomers alike can play. **MW**

# All aboard for war games

**Adventures** *Conflict and Galaxy Conflict* **Micros** *ZX81, Spectrum 16K, CBM 64, Atari 800, BBC B, Dragon 32* **Prices** *£11.95 on the Sinclair machines, £14.75 on the rest* **Format** *Cassette plus board and counters* **Supplier** *Martech Games, 9 Dillingburgh Rd, Eastbourne, Sussex.*

BOTH OF these games are different from most adventures as a separate playing board is included with each, and consequently most of the action takes place off the computer screen itself.

The games come in fairly large boxes by computer game standards, and look like ordinary board games at the first glance. Indeed, once the box is opened the similarity continues, until you notice that among the board, counters and other paraphernalia there is a cassette tape.

On one side of the tape is recorded a program for the ZX81, and on the other a program for the ZX Spectrum. The appropriate program for the players' computer has to be loaded before the game can start. Both games are two-player only, so you will have to grab a sibling, spouse or gullible friend as well.

Conflict, the first game, is set in the present or near future, and is a war between two countries. Each player is in control of the resources of one country, and the winner is the first to march an army into his opponent's city. As an alternative, if time is limited, both players can agree on a number of moves after which the game will end.

Most of the game is spent

# Revolution on The Quill

**Adventure** *The Quill*
**Micro** *Spectrum 48K*
**Price** *£14.95* **Format** *Cassette*
**Supplier** *Gilsoft, 30 Hawthorn Rd, Barry, South Glamorgan.*

ONCE IN a while, a product comes along to revolutionise the whole microcomputer scene. The Quill is one such, and will change the face of microcomputer adventure.

With this package, anyone, even those with absolutely no programming experience, can write their own adventures for the Spectrum. All that is required is for the user to read the bulky, well-written manual, plan the adventure on paper, and then key in the data. The Quill takes care of the rest.

A long menu is shown on-screen to begin, allowing the user to input all the text messages, or edit existing ones. A similar process takes care of the movement allowed, objects to be found, special conditions (for example, the player must GET the lamp before being allowed to switch it on), and all the other parameters of a good adventure. The finished framework may then be tested, and amended if necessary.

Gilsoft will allow the writer to sell the resulting adventure — all it asks is that it be given a mention.

Although programs resembling this one have been available before (such as Crystal Computing's Dungeon Master), these have been aids to Dungeon and Dragon-type play-board creators, and not aids to writing complex and difficult adventues. With The Quill, anyone can sit down, let their imagination run riot and fashion satisfying programs. Admittedly, many attempts will be rather repititious — for a start, graphics are not supported, although UDGs are catered for.

Such an important program really needs more space devoted to it than I have here, and next month, *Micro Adventurer* will be looking in depth at The Quill. **TB**

trying to earn the money necessary to purchase and maintain army units (mercenaries?). This can be done by dealing on the stock market, surveying and drilling for oil, and pirating neutral ships carrying precious metals.

At each turn the players have to decide how much of their available revenue to spend on buying shares, armies, warships, oil prospecting, etc. In this sense the game is about resources management, not unlike the many other such games available on most microcomputers (eg Dictator, King, Hammurabi and Stock Market).

However, the game also has the feel of a more traditional board game, since armies, warships and the like are represented by counters which are moved around the board.

Galaxy Conflict, the second game, has a much more futuristic setting. This time each player is the leader of a fleet of battle concruisers, and the object is to defeat the enemy and become ruler of the galaxy.

The game is very similar to Conflict, except that this time the limited resource is energy, and at each turn the players must decide how much of the available energy is to be used to build new concruisers, refit damaged concruisers, attack enemy planet stations, and the rest.

However, the game is not as simple as it sounds, as there are also crew to think about, who will starve unless their supplies are replenished at fairly regular intervals, and of course there is the element of the game which involves moving counters round the board, as in Conflict. Also, there is the problem of defending each planet station's mineral moons, which provide the only source of regular energy input.

The programs vary little between the Spectrum and the ZX81 versions, since only very limited use of colour and sound is made on the Spectrum versions. However, although they are not very impressive from a programming point of view, they do the job that they have to do.

However, I do have a criticism of the programs — they do not keep track of where everything on the board is. Instead this information has to be entered every time the computer requires it.

The boards themselves are very clear and well laid out. Both are divided into grids, with Conflict also being divided into regions which are identified by colour. The boards certainly have a much more professional feel to them than the programs.

However, the instructions do not receive such high praise. There seemed to be essential details missing from both sets, such as how to move the neutral ships in Conflict, and when the game actually ends in Galaxy Conflict. Still, as long as both players can agree on a convention, this needn't actually spoil the fun.

In general, I found both these games enjoyable, and sometimes even quite intellectually taxing to play. However, rather than saying that they are computer games which also use a board, I think that it would be more accurate to say that they are board games in which a computer program replaces the dice and paper money. **SL**

# Thanks for the memory

**Adventure** *Adventureland*
**Micros** *Vic 20, Ataris 400 expanded and 800*
**Price** *£9.99 on the Vic and £16.99 on the Ataris for text only — graphics version on Atari disk costs £27.99*
**Format** *Cartridge for the Vic, cassette or disk for the Ataris*
**Suppliers** *Commodore, 65 Ajax Avenue, Slough, Berks for the Vic version, Adventure International, c/o Calisto Computers, 119 John Bright St, Birmingham for the Atari.*

CAN THERE be any adventure fanatics who haven't heard of Scott Adams? I doubt it. Adventureland is cartridge number one of the Commodore range of Scott Adams adventures, and is also available for the Atari.

So, what do you get for your pennies? The packaging on the Vic version is OK and there is a brief but useful instruction leaflet. The fact that it is a cartridge is a big plus — seven minutes of thumb twiddling is just a bad memory! Plug in the cartridge, switch on and away you go.

Down to the program itself. First you are asked if you want to play a saved game, a fairly standard but useful option. Then you get a brief into page. The object of this text adventure (graphics only come on the Atari disk version) is to find 13 treasures and store them away in a special location. However, you don't know where that location is until you find it.

The screen format and command structure are also standard. One and two word commands are accepted in the usual verb-noun style. Some abbreviations are also accepted, eg N, S, E and W.

You begin the adventure in a forest, where a head for heights may prove useful. You may stumble across a sleeping dragon in a leafy meadow or an evil smelling swamp containing Chiggers — a surprise to me, I thought that Chiggers was Noel Edmond's little friend. The largest part of this adventure takes place underground, but you must find out for yourself how to get there. You will also meet, amongst others, a bear and some bees during your travels, and find uses for the most unlikely sounding objects.

When you have made good progress, it pays to 'save' your position, in case you meet a sudden end and have to start from scratch.

There are a couple of annoying features in this adventure. Each time you move to a new place, you ▷

have to 'look' at your surroundings, as if you were walking around with your eyes closed. Secondly, a lot of the treausres you just happen upon for no particular reason. It would be far better if they were hidden within a location.

If there's one thing guaranteed to get an adventurer pulling his hair out, it's locations that are laid out illogically, eg moving south to a new location and then finding that you have to go east to get back to where you started. No such problems with this one.

Yes, I enjoyed this adventure; it's not a five minute wonder and several problems had my wife wearing earplugs. **PM**

# Good and bad on Kraal

**Adventure** *Kraal's Kingdon*
**Micro** *Vic 20 + 16K*
**Price** *£4.95* **Format** *Cassette*
**Supplier** *Buntasoft, 149 Monks Walk, Buntingford, Herts.*

KRAAL'S KINGDOM is a text adventure spread over two 16K parts, giving a full 32Ks worth of adventuring.

The adventure is, apparently, set in the Dark Ages in the kingdom of Kraal, an evil land baron. Kraal has kidnapped the princess of a neighbouring kingdom. It is the adventurer's task, as the hero, to rescue her.

In part one you have to travel around Kraal's kingdom, collecting weapons and equipment with which to defeat him and survive the traps he has set for you. This involves fighting an evil knight, smashing down barn doors and robbing a corpse of its weapons, among other things.

In part two you must make your way into Kraal's castle, find the princess and deliver her from the clutches of the evil baron. To do this, Kraal's loyal guards have to be overcome.

I'm afraid I was not really excited by this game. The plot itself seems reasonable, but I found the presentation not up to the standard that one would expect from such a game.

The whole game's text is in capitals, making it difficult to read. There also appeared to be some bugs in the program. For instance, at one stage, I was caught floating on a plank of wood in the middle of a lake, and no matter what I tried, I could not move or get ashore. I had to resort to turning off and re-LOADing.

This happened on a number of occasions at several different locations. Maybe I just couldn't find the right commands and gave up too soon, but none of the standard adventure commands worked.

Another fault was that you could go straight on to part two without even playing part one.

Still, Kraal's Kingdom does have its good points as well. It is easy to use and you can move around reasonably easily, allowing you to make a map of your movements without running into problems.

I'll leave it up to the buyer to weigh up Kraal's good and bad points, but those who are very experienced in adventure games should give it a try. It is not, however, the best game for beginners. **SL**

# Challenge in The Crypt

**Adventure** *The Crypt*
**Micro** *Spectrum 48K*
**Price** *£4.95* **Format** *Cassette*
**Supplier** *Carnell Software, North Weylands Industrial Estate, Mosely Rd, Hersham, Surrey.*

PREPARE yourself for the many challenges that shall confront you when you dare to enter The Crypt. You will battle with Giant Scorpions, Hell Spawn, Craners, Pos-Negs and if you are unlucky enough, the Dark Cyclops!

So runs the blurb on the packaging of a new program, released this very month by Carnell Software. Written by 17 year-old Stephen Renton, The Crypt is a mixture of graphics and fantasy.

Several levels of dangers make up the game, and each level contains a large number of mini-crypts for the player to explore. There is a chest in each location which may contain treasure, or, if you're unlucky, something horrible like a black mamba. There is a catch, of course — there is also a Guardian present, who doesn't take very kindly to having its personal chest examined in this way, and will come after you, intent on drinking your blood. Carnell doesn't want to lose all its customers, though (there are a lot more goodies on the way from the company), so it wants to provide a weapon for the intrepid adventurer to pick up.

The monsters aren't easy to kill, and precise positioning is called for. At screen-bottom is displayed your combat rating, along with the monster's, and these are reduced as battle progresses.

There are plenty of other hazards — watch out for the lethal lightning bolts, and the invisible walls.

Your reason for indulging in all this wandering about is not just mere monster-bashing. Your mission is to find a certain bauble and return it to the first location. Once this is accomplished, the player is given a code word which is used to advance to the next level — then the trouble starts all over!

The program is so new that I

# Escaping from the computer

**Adventure** *Secret Mission*
**Micro** *Vic 20 + 16K*
**Price** *N/A* **Format** *Cassette*
**Supplier** *Kew Enterprises, 14 Fairway Avenue, Manchester.*

THIS IS a text adventure (with a touch of graphics here and there) in which you, the explorer, have been trapped in a huge computer complex.

Your mission is to find and deactivate the central computer which is in control of the establishment. As you move around the rooms and corridors, you encounter numerous puzzles. These can range from opening a door with one of six buttons, with only a cryptic clue for help, to killing a manic robot.

The building's four floors are inter-connected by several lifts and stairways. There are also several utility rooms which have to be discovered with the careful use of the clues and hints provided.

After sitting for about five minutes, waiting for the game to load and hoping it would be as good as it sounded, the screen lit up with the running titles and the adventure began.

Secret Mission features a game-save option and accepts all of the usual adventure commands, except that the INVENTORY command is replaced by CHECK.

The game is further brightened by the addition of the odd bit of graphics. For instance, when you enter one of the lifts, the control panel is displayed on the screen, with a light next to the floor number the lift is on.

Although I did not manage to complete this game, I am sure I came very close. This is the type of adventure which can be almost as addictive as Invaders, but, of course, still involves the cunning and logical thinking necessary to solve all good adventures.

My only criticism is that map-keeping is made a little difficult by the fact that you occasionally go up or down flights of stairs automatically, or fall through a trap door in the floor.

I shall say no more now, for fear that your fun will be spoiled. Just go and have a try. **SL**

# Hell brings life to Oric

**Adventure** *Hell's Temple*
**Micro** *Oric 48K*
**Price** *£12.00* **Format** *Cassette*
**Supplier** *Kenema Associates, 1 Marlborough Drive, Worle, Avon.*




"IT IS the time of the dark ages when only witchcraft, sorcery and fear ruled mankind." So I entered the realm of Hell's Temple, an excellent adventure for the 48K Oric. You are placed on the top level of a deep, dark temple of many rooms, and your task is to gather as much treasure as possible while avoiding the dark forces of evil.

The game revolves around a graphic display of the part of the temple in which you are situated. You can move in one of three directions: left, right or forward. In this game, there is no turning back.

You will be confronted with a quick description of the room in your chosen direction. Then you are given the choice of entering the room, leaving, asking for details of any monster, or detecting whether the information given to you is an illusion or a trick. If you enter a room where a monster lies, then you are given four more commands: RETREAT, FIGHT, BRIBE and SPELL.

The chances of bumping into a monster are very high as there are 76 different varieties of beast waiting to kill you. As you get lower and lower, the monsters become tougher, larger and more frequent. The instructions warn casually that things do get a bit difficult from level 27 downwards. Only the locations are shown in 3D graphics, there not being enough memory to include the monsters, though you get an idea of them from the excellent instructions at the beginning.

In many adventure games, the constant battering you receive from monsters can and often does get monotonous. Not so in this game, each battle is a test of your resources. Your gold, strength and spell levels are displayed on screen. If you are killed, and there are a number of delightful ways that this can occur, you have a small chance of reincarnation. That's what the instructions say, I have never been reincarnated.

The game is simply excellent, and obviously much thought has gone into its design. There is a game save facility and an anti-copying device built into the program. I would have liked to see it priced lower but one cannot grumble at such a superb game. **CG**

visited The Crypt a mere few hours before press time, so I haven't even rated a mention in the Fantasy HiScore Table, but I'm looking forward to finding all the secrets of this weird place. **TB**

# Virgin castle speciality

**Adventure** *Castle Adventure*
**Micro** *Dragon 32*
**Price** *£6.95* **Format** *Cassette*
**Supplier** *Virgin Games, 61-63 Portobello Rd, London W11.*

VIRGIN, THE record company, has launched into computer software in a big way with the introduction of a number of games for the main home micros. Castle Adventure is its offering for Dragon 32 adventure buffs.

Set in and around a castle, this program operates in the standard manner of GET KNIFE, KILL MONSTER, etc. Supplied with Virgin's somewhat gaudy packaging (green and lilac stripes all over the card are not really my cup of tea), the cassette loaded well.

Your aim in this adventure is to recover the staff of Gamroth and get back to the castle drawbridge, the start of the game. You are not given any commands to use and must work them all out for yourself. If you make a mistake the computer rather oddly replies: 'EH! WHAT? PARDON!! SORRY?' — not very helpful.

The game is written with tongue quite firmly in cheek, though I did not find it funny when I tripped over a cassette recorder lying on the spiral staircase and killed myself. Why a cassette recorder in an old castle? I don't know, but when you write an adventure game of this quality, a little artistic licence is allowed.

This game does support a reasonable range of commands and gives balanced replies to your inputs. But I won't give you examples of the commands available, that would spoil your fun. The author is a 14-year-old programmer from Manchester named Conrad Jacobson.

One feature I would have like is a game save facility. There is nothing more monotonous than having to enter the same first 30 commands just to get back to your previous situation.

There are a few other minuses as well, including a poor use of sound and an unimaginative use of the Dragon's graphics and colour capabilities but these criticisms are concerned with the frills of the program. There is nothing wrong with the main game core. **CG**

# All at sea on this island

**Adventure** *The Island*
**Micro** *CBM 64*
**Price** *£10* **Format** *Cassette*
**Supplier** *Superb Software, 98 Oval Road, London NW1.*

ANY FIRM with a name like Superb Software can't really be taking itself seriously. This is proved by its "interactive graphical adventure" The Island, which could yet win a prize for one of the worst computer games in 1983.

To load the tape takes almost a quarter of an hour, which gives you a lot of time to read the cassette inlay card and instructions. Well, it would if there were any, but all you get is a handwritten postcard (without a stamp) asking you for your comments about the game.

Luckily it's a very small postcard, because there isn't a lot that can be said about The Island.

When the program finally loads, a map of the island appears on the screen, followed by two pages of instructions. Basically, you are a competitor in a round the world motorcycle race, and the last stage finds you on an island "somewhere near Japan". To win the race you must cross the island with your limited supply of petrol, money and time.

To help you out, the instructions kindly give you a list of all the verbs that you can use in the game. Surely part of the fun of playing adventure games is finding them out for yourself? Oh well, with two word entries having to be entered as PUS SOU for PUSH SOUTH, you can't take it all too seriously.

On a machine with the capabilities of the Commodore 64 you might be forgiven for expecting some quality graphics. However, what you get is a collection of block graphics!

On with the game. Each move you make takes up three minutes of your very limited time allowance, and a quarter of a litre of your precious petrol. As soon as that runs out you're reduced to pushing the bike, unless you can find out how to get some petrol out of the garage.

Sooner rather than later you run out of time, and the game flashes the words YOU BLEW IT at you, all over the screen: the last thing you need.

Side two of the tape gives you some more information about Supberb Software, and informs you that a prize will be awarded to the first person to send in a complete map of The Island. Perhaps they don't know themselves?

Superb Software is quite a name to live up to, but The Island certainly doesn't manage it. Don't bother buying it. **PG**□



The Vortex — the last hazard the contestants face before escaping back to earth

# Hitting the adventure trail on tv

***Andrew Briggs** talks to the men behind The Adventure Game, without being evaporated*

A COUPLE OF years ago BBC producer Patrick Dowling was given the task of devising a science programme for children. But the BBC bosses were in for a shock. What emerged from Patrick's fertile imagination — honed by numerous games of Dungeons and Dragons and a fascination with computers — looked like a cross between Dr Who, The Generation Game and Open University.

Instead of blinding the kids with science, Patrick decided to make the learning fun. He took the concept of computer adventure games and adapted it for television. The result, appropriately enough, was called The Adventure Game.

The premise of the game is simple: three Earth people arrive on the planet Arg and, before they are allowed to return home, have to solve a series of logic-related problems. Failure to do so means evaporation. But, just to make things a little easier for the Earthlings, clues are provided along the way by some of the planet's zanier inhabitants.

### Aspidistras rule

The BBC obviously likes the game, as do the younger viewers. A third series has just been made.

Patrick Dowling and the man eventually responsible for producing the program, Ian Oliver, both believe strongly in the "fun" aspect of the show. "Children like fantasies," says Patrick. And The Adventure Game certainly isn't lacking in the fantastic. Just look at some of the resident Argonds — a "Bazza McKenzie" character who talks backwards because he comes from the other side of the planet; a furry little three-eyed beast called a dogran; and a rather bad-tempered aspidistra which, it transpires, is the planet's ruler!

"Originally the program was aimed at the 11 to 16 age group," says Ian Oliver, "but we get fans as young as five. I think they like to see people get evaporated."

But The Adventure Game isn't completely out of this world. The puzzles posed for the contestants are quite down to earth, some being of 11-plus science level, while

Producer Ian Oliver, whose friends include the three-eyed dogran

Noel Edmonds, Ray Virr, Fern Britton and friends struggle through a puzzling environment in one episode from the show



eyed

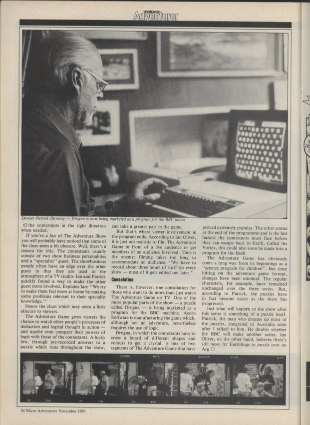
logran — "We get fans as young as five. I think they like to see people get evaporated"

others bear a strong similarity to childhood games. They all have one thing in common — it takes logic to solve them.

In a typical show contestants might be required to work out a telephone number or a password, find their way through a maze, or use their powers of logic to beat a resident Argond to a crystal. And, thoughout the programme, the visitors must work out what present they can give the planet's ruler without incurring his wrath and being evaporated. At various stages in the show, for example, they are told that the ruler likes balls but not round things, ballads but not songs. All very logical really.

And, of course, where there's logic there's usually a computer — often up to five (BBC, naturally) are used in production of The Adventure Game. Most obvious is the one used in some parts of the programme by the contestants, but a number are also used behind the scenes to add the effects that help make the programme so appealing.

But even with the aid of a computer, ultimately it is the logic of the contestants that is being put to the test. And, since the contestants are not always the most logical people in the world, clues are often needed to prevent the show getting bogged down. It is the job of the Argonds — those strange characters mentioned earlier — to steer ▷



Deviser Patrick Dowling — Drogna is now being marketed as a program for the BBC micro

◁ the contestants in the right direction when needed.

If you're a fan of The Adventure Show you will probably have noticed that some of the clues seem a bit obscure. Well, there's a reason for this. The contestants usually consist of two show business personalities and a "specialist" guest. The showbusiness people often have an edge over the other guest in that they are used to the atmosphere of a TV studio. Ian and Patrick quickly found a way to make the other guest more involved. Explains Ian: "We try to make them feel more at home by making some problems relevant to their specialist knowledge."

Hence the clues which may seem a little obscure to viewers.

The Adventure Game gives viewers the chance to watch other people's processes of deduction and logical thought in action — and maybe even compare their powers of logic with those of the contestants. A lucky few, through pre-recorded answers to a puzzle which runs throughout the show, can take a greater part in the game.

But that's where viewer involvement in the program ends. According to Ian Oliver, it is just not realistic to film The Adventure Game in front of a live audience or get members of an audience involved. Time is the enemy: filming takes too long to accommodate an audience. "We have to record about three hours of stuff for every show — most of it gets edited out later."

## Consolation

There is, however, one consolation for those who want to do more than just watch The Adventure Game on TV. One of the more popular parts of the show — a puzzle called Drogna — is being marketed as a program for the BBC machine. Acorn Software is manufacturing the game which, although not an adventure, nevertheless requires the use of logic.

Drogna, in which the contestants have to cross a board of different shapes and colours to get a crystal, is one of two segments of The Adventure Game that have proved extremely popular. The other comes at the end of the programme and is the last hazard the contestants must face before they can escape back to Earth. Called the Vortex, this could also soon be made into a program for the Beeb.

The Adventure Game has obviously come a long way from its beginnings as a "science program for children". But since hitting on the adventure game format, changes have been minimal. The regular characters, for example, have remained unchanged over the three series. But, according to Patrick, the puzzles have in fact become easier as the show has progressed.

Just what will happen to the show after this series is something of a puzzle itself. Patrick, the man who dreams up most of the puzzles, emigrated to Australia soon after I talked to him. He doubts whether the BBC will make another series. Ian Oliver, on the other hand, believes there's still more for Earthlings to puzzle over on Arg.□



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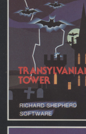
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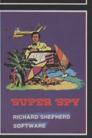
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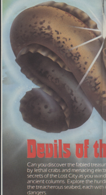



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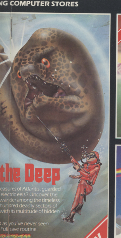
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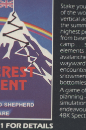


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# Into the Valley of Death

***Brian Lloyd** takes the Dragon on a trip into Death Valley in this excerpt from "The Dragon Trainer"*

ADVENTURE PROGRAMS are great fun to write, as you are able to create a world all of your own, with the only restraints being your imagination and the amount of RAM you have. However, adventure programs are also quite difficult to write, so, over the next few months, we will go through examples of building up a simple adventure.

Valley Of Death involves guiding a little man (represented by a $ symbol) around a small valley. You must help him to fight monsters, travel through swamps and forests, and eventually take him to the depths of the Dark Dungeons of Darganyon to find the key. You must then race back through the dungeons and back to the Palace to unlock a chest and retrieve a magic potion to cure your dying king.

We'll begin writing the program straight away and let the plot build up as we go along. First, and most importantly, we need a character to go battling through the valley. Type in the routine in lines 10-180 (make sure that you leave the line numbers as they stand or you won't be able to fit the program together properly). If you RUN this routine you will be asked what type of character you want to be, and also for your name. Error trapping is included so that if you type in a number not between 1 and 4 your character will be an idiot. Also, if you do not enter a name then your character will be called Mr. 'X'. The STrength, IQ and ENergy of your character are adjusted according to the type of person you are.

Now that we have a character, we need a world for him to live in. One quick word before you enter this routine (lines 190-280). the '\' symbol is not directly available from the Dragon keyboard and must be entered in this way:

(i) Hold down the SHIFT and CLEAR keys together (ii) Press the @ key (iii) Release the @ key (iv) Release the other keys

This procedure does not always work first time, so you may have to do it twice. One last thing, all the \ symbols in this routine represent spaces.

When you RUN this routine (if you enter RUN 190 then you do not have to choose a character, etc) you will see a blue box with a zig-zagging path passing through it (don't worry about the OK message appearing in the middle). The path appears in a different position each time you RUN the program, just to break up the tedium a bit. At one end of the path is a keep, and at the other the Palace.

We can now add the lines which tell us how well the character is doing (lines 360-380). Now that the character is seen to, we can start to move him around (lines 530 and 2300-2450). That's the routine to check which way you want to go, now we need a man to move around, and a routine to move him (lines 30, 410-660 and 790). You can now have great fun racing around the screen with your character, using the keys:

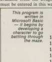
```
R  T  Y
F     H
C  V  B
```

We can now add some lines to tell us where the character is (lines 660 to 750).

Racing around the valley obviously uses up some of your energy, so we need the extra lines 390, 400, 490 and 540. Running around in a valley can get pretty boring after a while. The best way to cure this is to populate the valley with a few friendly little monsters whose only desire in life is to eat you (lines 40 and 500).

The routine in lines 2770-2790 chooses a monster, with line 2790 choosing a more dangerous one if your EXperience is over 2000. Lines 2810-2820 invert the letters of the monster's name (ie change uppercase to lowercase letters). If you are a cleric you can turn away undead monsters, so lines 2830-2840 allow this.

The monster's energy is worked out by lines 2850-2870, while lines 2880-3000 allow you to hit the monster (you use the H key to hit — note the time limit in line 2930). The monster retaliates in lines 3010-3030, and the damage routine is lines 3040-3100. Lines 3110-3120 check to see if you have killed the monster. The monsters come from lines 3200-32400. Finally, lines 3770-3780 inform you that you are dead, complete with appropriate tune.□



*This program is written in Microsoft Basic — it begins by developing a character to go battling through the maze.*

```
10 CLS
70 ST=RND(9)+RND(9)+RND(9):IQ=RND(9)+RND(9)+RND(9)
80 EN=RND(9)+RND(9)+RND(9):ST=ST*5:IQ=IQ*5:EN=EN*6
90 PRINT"1) WARRIOR":PRINT"2) CLERIC":PRINT"3) BARBARIAN"
100 PRINT"4) WIZARD":INPUT"WHICH ONE (1-4)";A
110 IFA<1ORA>4THENCL$="FOOL":IQ=IQ-RND(10)
120 IFA=1THENCL$="WARRIOR":ST=ST+RND(ST):IQ=IQ+RND(10)
130 IFA=2THENCL$="CLERIC":IQ=IQ+RND(10)*2
140 IFA=3THENCL$="BARBARIAN":IQ=IQ-RND(5):ST=ST+RND(ST)
150 IFA=3THENEN=EN+RND(ST)
160 IFA=4THENCL$="WIZARD":IQ=IQ+RND(15)*2:EN=EN+RND(5)
170 INPUT"NAME";NAME$
180 IFNAME$=""THENNAME$="MR. 'X'"
```

*Now that you have a character, you need a world for him to live in.*

```
190 CLS
200 PRINTSTRING$(32,175);:FORN=0TO7:PRINTCHR$(175);
210 PRINTSTRING$(30,32);CHR$(175);:NEXT
220 PRINTSTRING$(32,175)
230 A$(1)=CHR$(175)+"####################/\########"+
   CHR$(175)
240 A$(2)=CHR$(175)+"#/\/\########/\/\##/## /\#####"+
   CHR$(175)
250 A$(3)=CHR$(175)+"p####\####/\ /####\/######\/ \/k"+
   CHR$(175)
260 A$(4)=CHR$(175)+"######\/\/"+STRING$(20,32)+CHR$(175)
270 J=RND(5)*32:PRINT@J,A$(1);:PRINTA$(2);:PRINTA$(3);
280 PRINTA$(4);
```

*Telling you how well your character is doing.*

```
360 PRINT@352,NAME$;" THE ";CLASS$
370 PRINT384,"ST:";ST;TAB(10);"IQ:";IQ;TAB(20);"EN:";
380 PRINTEN;:PRINT@416,"TR:";TR;TAB(20);"EX:";EX;
```

*Moving the character around — the way to go...*

```
 530 GOSUB 2300
2300 A$=INKEY$:IFA$=""THEN2300
2310 IFA$="R"THEND=-33
2320 IFA$="T"THEND=-32
2330 IFA$="Y"THEND=-31
2340 IFA$="F"THEND=-1
2350 IFA$="H"THEND=1
2360 IFA$="C"THEND=31
2370 IFA$="V"THEND=32
2380 IFA$="B"THEND=33
2450 RETURN
```

*...and a routine for movement.*

```
 30 MAN=1056:Z=16
410 MAN=MAN+J+33
440 POKE MAN,36
560 IFPEEK(MAN+D)=111ORPEEK(MAN+D)=92THENMAN=MAN+D:POKE
   MAN-D,Z:PATH=1:Z=PEEK(MAN):GOTO660
570 IFPEEK(MAN+D)=11THENMAN=MAN+D:POKEMAN-D,Z:CASTLE=1:Z=
   PEEK(MAN):GOTO660
580 IFPEEK(MAN+D)=16THENMAN=MAN+D:POKEMAN-D,Z:PL=1:Z=
   PEEK(MAN):GOTO660
650 IFPEEK(MAN+D)<>175THENMAN=MAN+D:POKEMAN-D,Z:Z=PEEK
   (MAN)
660 REM SOMETHING WILL GO HERE LATER
790 GOTO440
```

*Telling you where the character is.*

```
660 IFZ<>11THENCASTLE=0
670 IFZ<>16THENPL=0
680 IFZ<>92ANDZ<>111THENPATH=0
700 PRINT@320," "
710 IFPATH=1THENPRINT@320,"SAFE ON PATH"
720 IFCASTLE=1THENPRINT@320,"SAFE IN KEEP"
750 IFPL=1THENPRINT@320,"SAFE IN PALACE"
```

*Using up energy.*

```
390 IF U=1 THEN RETURN
400 U=1
490 GOSUB 360
540 E=E+1:IFE=10THENEN=EN-1:E=0
```

*Introducing the monsters.*

```
 40 PL=1
500 IFRND(4)=2ANDDEAD=0ANDCASTLE=0ANDPATH=0ANDPL=0THEN
   GOSUB2770
```

*Choosing a monster...*

```
2770 SOUND10,5:SOUND100,6:RESTORE:IFEX<2000ANDTW=0THEN
    FORN=0TORND(19):READMONSTER$,HITS:NEXT
2780 M=0
2790 IFEX>=2000ORTW=1THENFORN=0TORND(19)+20:READMONSTER$,'
    HITS:NEXT
```

*...in lower case.*

```
2810 FORN=1TOLEN(MONSTER$):MID$(MONSTER$,N,1)=CHR$(ASC(
    MID$(MONSTER$,N,1))+32):IFMID$(MONSTER$,N,1)="@"THEN
    MID$(MONSTER$,N,1)=CHR$(128):NEXT:ELSENEXT
2820 PRINT@320,"YOU HAVE MET A ";MONSTER$;
```

*Right of clergy.*

```
2830 IFCLASS$="CLERIC"AND(MONSTER$="mummy"ORMONSTER$=
    "wraith"ORMONSTER$="spectre")ANDRND(3)=2THENYZ=1
2840 IFYZ=1THENFORN=0TO2000:NEXT:PRINT@320,"BUT YOU TURN IT
    AWAY!":FORN=0TO2000:NEXT:PRINT@320," ":EX=EX+H:YZ=0:
    RETURN
```

*Continued on page 33*

Continued from 31

*The monster's energy.*

```
2850 HITS=HITS+RND(INT(HITS/2)):IFHITS<INT(EN/2)THEN2850
2860 H=HITS
2870 FORN=0TO1000:NEXT
```

*Hitting the monster.*

```
2880 PRINT@448,"strike";CHR$(128);"now"
2890 SOUND50,2
2900 A$=INKEY$
2910 PRINT@480,STRING$(28,32);
2920 PRINT@480,"THE MONSTER HAS";HITS;"ENERGY    ";
2930 FORN=0TO300:A$=INKEY$:IFA$<>""THEN2940:ELSENEXT:PRINT@
    448,"too";CHR$(128);"slow":FORN=0TO2000:NEXT:PRINT@448,
    " ":GOTO2990
2940 REM SOMETHING WILL GO HERE LATER
2960 IFA$="H"ANDRND(2)=2THENG=RND(EN)+RND(ST)*SD:PRINT@448,
    "you";CHR$(128);"hit":FORN=0TO2000:NEXT:PRINT@448,G;
    "DAMAGE!";:FORN=0TO3000:NEXT:YZ=1
2970 IFYZ=1THENYZ=0:PRINT@448," ":HITS=HITS-G:ELSEIFA$="H"
    THENPRINT@448,"you";CHR$(128);"missed":FORN=0TO2000:
    NEXT:PRINT@448,STRING$(30,32);:YZ=0
2980 IFG>0THENSOUND150,2:G=0:ELSESOUND200,2
2990 PRINT@480,"THE MONSTER HAS";HITS;"ENERGY    ";
3000 IFHITS<=0THEN3110
```

*Monster retaliates.*

```
3010 SOUND200,2:PRINT@448,"the";CHR$(128);"monster";CHR$
    (128);"strikes":FORN=0TO2000:NEXT:PRINT@448," "
3020 IFRND(2)=1THENM=RND(HITS):PRINT@448,"and";CHR$(128);"
    hits";:SOUND10,2:FORN=0TO2000:NEXT:ELSEPRINT@448,"and";
    CHR$(128);"misses";:SOUND50,2:YZ=1
3030 IFYZ=1THENFORN=0TO2000:NEXT:PRINT@448," ":YZ=0
```

*Damage routine.*

```
3040 EN=EN-M
3050 IFM>0THENPRINT@448,"DOING";M;"DAMAGE!";:FORN=0TO2000:
    NEXT:PRINT@448," "
3060 GOSUB360
3070 M=0
3080 IFEN<=0THEN3770
3100 HITS=HITS-1:EN=EN-1:GOTO2880
```

*Is the monster dead?*

```
3110 PRINT@448," ":PRINT@480,STRING$(31,32);:PRINT@320,
    "YOU'VE KILLED IT!":FORN=225TO250:SOUNDN,1:NEXT:EX=EX+
    H:EN=EN+RND(INT(H/2))
3120 FORN=0TO2000:NEXT:PRINT@320," ":IFEN>400THENEN=EN-RND(
    INT(H/2)):RETURN:ELSERETURN
```

*Range of monsters.*

```
3200 DATA"BANDIT",20,"BERSERKER",20,"BUGBEAR",60,"CARRION
    CRAWLER",60,"COCKATRICE",100,"DWARF",20,"DOPPLEGANGER",
    80,"ELF",20,"FIRE BEETLE",20
3210 DATA"GARGOYLE",80,"GELATINOUS CUBE",80,"GIANT ANT",
    40,"GIANT CENTIPEDE",5,"GIANT RAT",10,"GNOLL",40,
    "GNOME",10,"GOBLIN",10,"GREY OOZE",60
3220 DATA"HIPPOGRIFF",65,"HOBGOBLIN",15,"BLACK PUDDING",
    200,"CHIMERA",180,"DJINNI",145,"DRAGON",220,"GIANT",
    200,"GRIFFON",140,"HYDRA",160
3230 DATA"WEREBEAR",120,"MANTICORE",125,"MINOTAUR",120,
    "MUMMY",105,"OGRE",120,"OWL BEAR",110,"PURPLE WORM",300
3240 DATA"SPECTRE",120,"TROLL",130,"VAMPIRE",180,"WIGHT",
    60,"WRAITH",80,"HELL HOUND",140
```

*You're dead.*

```
3770 PRINT@320,"YOU'RE DEAD!":IFK=1THEN3770
3780 PLAY"01V31T2L4GGL8GGL4B-AAGGF+G":K=1:GOTO3770
```

# Auditions for a war game

**Bob Collman takes the stage to put a BBC micro through its paces**




*Star Frontiers — one of the most recent science fiction role-playing games, from TSR*

SOME OF US have a weakness for ripping yarns. Possibly we have spent too much time with the wrong literature and developed the mistaken view that life is a series of daring adventures. It may be, but for most of us, our adventures and successes lack the glamour of jungle exploration or deep sea diving. We may risk a great deal in our lives but few of us choose to risk our lives — at least off the motorway.

Because we read history, thrillers, science fiction and/or fantasy we might have wondered at times how we would have coped had we been in the shoes of the hero/heroine. Mercenary, spy, explorer, pirate, wizard, the possibilities are infinite. Role-playing games offer the opportunity to face horrific dangers, succeed against overwhelming odds or die heroically in the attempt — without, in reality, suffering anything more than wounded pride (losing a character's life, even in fantasy, is unsettling).

## Only human

Role-playing games usually have a human moderator or gamesmaster who runs the game, which allows for more flexibility than boardgames: players can create situations not specifically covered in the rules. Good role-playing rules provide an easy framework by which the gamesmaster can make realistic and fair judgments about the outcome of an attempted

```
   1REM * Star Frontiers *
   2REM * Character Generator *
   3REM * Bob Collman *
   4REM * 69 Wincheap, Canterbury *
   5REM * Version 1.4 *
   6REM * Filename: STAR-V4 *
   7REM * 11 July 1983 *
   8
  10*TV255
  20*FX229,1
  30MODE7:VDU23,1,0;0;0;0;:PROCtitle:PROCinitialize:PROCwait(2):VDU23,1,1;0;0;0;0;
  40REPEAT:PROCabilityroll:PROCcreate:*FX21,3
  50IFprint MODE3:PROCprint:MODE7
  60UNTILend:MODE7:PRINT"May fortune smile on those created.":PRINT:*FX229,0
  70END
  80
  90DEFPROCabilityroll
 100FORindex=0TO7STEP2:ability(index)=potential(RND(20)-1):ability(index+1)=ability(index):NEXT:ENDPROC
 110
 120DEFPROCtemp
 130FORitem=0TO7:temp(item)=ability(item):NEXT:ENDPROC
 140
 150DEFPROCperm
 160FORitem=0TO7:ability(item)=temp(item):NEXT:ENDPROC
 170
 180DEFPROCraceadjust
 190IFrace%=1PROChuman:ENDPROC
 200FORindex=0TO5STEP2:temp(index)=temp(index)+modifyer(race%,index):temp(index+1)=temp(index):NEXT:ENDPROC
 210
 220DEFPROCskill
 230ps=INT(temp(0)/20-.5)+1:m=INT(temp(3)/10+.5):rw=INT(temp(2)/2+.5):m=FNM
 240ENDPROC
 250
 260DEFPROChuman
 270PROCwipe:PRINT"A human has one ability increased by 5%."
 280FORindex=0TO7:PRINTTAB(6);index+1". "ability$(index):NEXT
 290PRINT:choice=FNquick(menu$,"1","8")-1:temp(choice)=temp(choice)+5:ENDPROC
 300
 310DEFFNM IFtemp(0)>temp(2)=INT(temp(0)/2+.5)ELSE=INT(temp(2)/2+.5)
 320
 330DEFPROCadjust
 340PROCwipe:PRINT"You may subtract from 0 to 10 from half of a pair and add it to the other half.":PRINT
 350FORitem=0TO7STEP2:PRINT;item+1". "able$(item);TAB(11)"/";TAB(16);item+2". "able$(item+1):NEXT:PRINT
 360choice=FNquick("Select the number of ability you wish toincrease (1-8)","1","8")-1:PRINT
 370REPEAT:PROCwipe:PRINT"Number of points (0-10) you wish to add to "ability$(choice);" <then hit RETURN>";:INPUT""points:UNTILpoints>=0ANDpoints<=10
 380temp(choice)=temp(choice)+points:IFchoice MOD 2=0 loser=choice+1 ELSEloser=choice-1
 390temp(loser)=temp(loser)-points:PROCabledisplay:ENDPROC
 400
 410DEFPROCcreate
 420print=FALSE:CLS:PROCtemp:PROCempty:PROCworkdisplay:PRINTTAB(0,10)
 430FORitem=1TO4:PRINTTAB(10);item". "race$(item):NEXT:PRINTTAB(10)"5. END program":PRINT:race%=FNquick(menu$,"1","5"):IFrace%=5end=TRUE:ENDPROC
 440PRINTTAB(31,0)race$(race%):PROCraceadjust:PROCabledisplay:PROCadjust
 450REPEAT:PROCwipe:INPUT"Name (up to 18 letters) <RETURN>"name$:UNTILLEN(name$)>=0ANDLEN(name$)<19:PRINTTAB(6,0)name$
 460IFNOT(race%=2ORrace%=3)PROCwipe:hand=FNquick("What is the character's hand preference (R or L)?","L","R"):hand$=CHR$(hand+64)ELSEIFrace%=2hand$="?"ELSEIFrace%=3hand$="A"
 470PRINTTAB(12,1)hand$:IFrace%=2 sex$="?":PRINTTAB(31,1)sex$:GOTO490
 480PROCwipe:sex=FNquick("What is the character's sex (M or F)?","F","M"):sex$=CHR$(sex+64):PRINTTAB(31,1)sex$
 490PROCwipe:PRINT"1. Develop this character again":PRINT"2. Print character":PRINT"3. Roll another character":PRINT"4. END program":PRINT:ONFNquick(menu$,"1","4")GOTO500,510,520,530
 500GOTO420
 510PROCperm:print=TRUE:ENDPROC
 520ENDPROC
 530end=TRUE:ENDPROC
 540
 550DEFPROCprint
 560CLS:VDU2:PRINT''':VDU1,14:PRINTTAB(12)"Star Frontiers":PRINT''
 570PRINT"Character's name: "name$;TAB(37)"Race: "race$(race%)TAB(57)"Sex: "sex$TAB(68)"Hand: "hand$
 580FORpace=0TO2:PRINTgo$(pace);" "speed$(race%,pace);"":NEXT:PRINTTAB(37)"Suit:"TAB(57)"Screen:"
 590PRINT'"STR/STA: ";ability(0)TAB(14)"/ ";ability(1)TAB(22)"PS: ";ps TAB(37)"Racial Abilities:"TAB(68)"%":PRINTTAB(37)"------ ----------"TAB(68)"-------"
 600PRINT"DEX/RS : ";ability(2)TAB(14)"/ ";ability(3)TAB
```

action. Players are limited by what their characters can do and this is determined when the character is first created. Each role-playing system generates characters in its own manner, bu' the basic ideas remain the same.

A role-playing system attempts to label human characteristics and divide them into several broad categories, such as strength, dexterity, stamina and logic. These can then be determined for each character using die rolls. The rolls produce a statistical curve not unlike the scatter of real human characteristics. Players then choose their character's name, profession and beginning skills. Skills and some characterstics can be developed as the character gains experience and training.

## Fantasies

Once created, the character participates in various adventures and in the process attempts to gain in experience, skills and wealth. The fun is not only in the excitement of the adventures, although this can be quite considerable, but in watching the various characters develop gradually over the months. Each player will develop his character according to his own fantasies and the type of role he enjoys playing. The interaction between the characters is a lesson in group dynamics and can be a major element of enjoyment, and also friendly competition.

Role-playing games attract a wide age ▷

```
                         Star Frontiers

Character's name: Bogwart Gutslinger Race: Yazirian       Sex: M    Hand: L
Walk: 10m   Run: 30m   Hourly: 4km   Suit:                Screen:

STR/STA: 20    / 20    PS: 1         Racial Abilities:              %
                                     ------ ---------   -------------
DEX/RS : 60    / 60    IM: 6         Battle Rage                    5

INT/LOG: 49    / 61    RW: 30        Gliding, Night Vision

PER/LDR: 65    / 65    M : 30        Encumbrance: 10 kg.(norm)  20 kg.(max)

Weapon          DMG    Basic % PB    S    M    L    E    Ammo
-------------   ----   ------- ---   --   --   --   --   ----------
1)
2)
3)
4)
5)

P.S.A.     Skill                Level          Cash: 265
--------   -----------------    ----------     -----------------------------
MILITARY:  Beam Weapons         1 2 3 4 5 6    EXPERIENCE:
           Gyrojet Weapons      1 2 3 4 5 6
           Melee Weapons        1 2 3 4 5 6
           Projectile Weapons   1 2 3 4 5 6
           Thrown Weapons       1 2 3 4 5 6    MEDICAL:
           Demolitions          1 2 3 4 5 6
           Martial Arts         1 2 3 4 5 6

TECHNICAL: Computer             1 2 3 4 5 6    ENERGY:
           Robotics             1 2 3 4 5 6
           Technician           1 2 3 4 5 6

BIOSOCIAL: Environmental        1 2 3 4 5 6    EQUIPMENT:
           Medical              1 2 3 4 5 6
           Psychosocial         1 2 3 4 5 6
----------------------------------------------------------------------------
Notes:
```

*Introducing Bogwart Gutslinger, a Yazirian with the ability to see in the dark*

```
(22)"IM: ";im;:IFrace%=2PRINTTAB(37)"Lie Detection";TAB(6
8)"5"ELSEIFrace%=3PRINTTAB(37)"Comprehension"TAB(68)"15"E
LSEIFrace%=4PRINTTAB(37)"Battle Rage"TAB(68)"5"ELSEPRINT
  610PRINT''"INT/LOG: ";ability(4)TAB(14)"/ ";ability(5)TA
B(22)"RW: ";rw;:IFrace%=2PRINTTAB(37)"Elasticity"ELSEIFra
ce%=3PRINTTAB(37)"Ambidexterity"ELSEIFrace%=4PRINTTAB(37)
"Gliding, Night Vision"ELSEPRINT
  620PRINT''"PER/LDR: ";ability(6)TAB(14)"/ ";ability(7)TA
B(22)"M : ";m TAB(37)"Encumbrance: ";INT(ability(0)/2+.5)
" kg.(norm)  ";ability(0)" kg.(max)"
  630PRINT''"Weapon"TAB(16)"DMG"TAB(23)"Basic %"TAB(31)"P
B"TAB(37)"S"TAB(42)"M"TAB(47)"L"TAB(52)"E"TAB(58)"Ammo"
  640PRINT"------------- ----- ------- ----- ---- ----
---- ---- ---------------";PRINT"1)":PRINT"2)":PRINT"
3)":PRINT"4)":PRINT"5)":PRINT
  650PRINT"P.S.A."TAB(11)"Skill"TAB(32)"Level"TAB(47)"Cas
h: ";250+RND(100)
  660PRINT"--------  ----------------  ----------
 ----------------------------":PRINT"MILITARY:"TAB(11)"Be
am Weapons"TAB(32)n$TAB(47)"EXPERIENCE:"
  670PRINTTAB(11)"Gyrojet Weapons"TAB(32)n$:PRINTTAB(11)"
Melee Weapons"TAB(32)n$:PRINTTAB(11)"Projectile Weapons"T
AB(32)n$
  680PRINTTAB(11)"Thrown Weapons"TAB(32)n$TAB(47)"MEDICAL
:":PRINTTAB(11)"Demolitions"TAB(32)n$:PRINTTAB(11)"Martia
l Arts"TAB(32)n$
  690PRINT'"TECHNICAL:"TAB(11)"Computer"TAB(32)n$TAB(47)"
ENERGY:":PRINTTAB(11)"Robotics"TAB(32)n$:PRINTTAB(11)"Tec
hnician"TAB(32)n$
  700PRINT'"BIOSOCIAL:"TAB(11)"Environmental"TAB(32)n$TAB
(47)"EQUIPMENT:":PRINTTAB(11)"Medical"TAB(32)n$
  710PRINTTAB(11)"Psychosocial"TAB(32)n$:PRINTSTRING$(75,
"_"):PRINT"Notes:":VDU1,12:VDU3:ENDPROC
  720
  730DEFPROCworkdisplay
  740PRINT"Name: "TAB(26)"Race:":PRINT"Handedness: "TAB(2
6)"Sex: ":PRINTTAB(26,4)"PS: ":PRINTTAB(26,5)"IM: ":PRINT
TAB(26,6)"RW: ":PRINTTAB(26,7)"M : "
  750PROCabledisplay:PRINTTAB(0,9)STRING$(39,CHR$255):END
PROC
  760
  770DEFPROCabledisplay
  780PROCskill:PRINTTAB(30,4);ps:PRINTTAB(30,5);im:PRINTT
AB(30,6);rw:PRINTTAB(30,7);m
  790PRINTTAB(0,3):FORi%=0TO6STEP2:PRINTable$(i%)TAB(3)"/
";able$(i%+1)": ";temp(i%)TAB(11)"/";temp(i%+1):NEXT:ENDP
ROC
  800
  810DEFPROCwait(delay)*FX21,0
  820dummy=INKEY(delay*100):ENDPROC
  830
```

```
  840DEFFNcase(a$)IFa$>="a"ANDa$<="z"=ASC(a$)-32ELSE=ASC(
a$)
  850
  860DEFFNquick(message$,low$,high$)
  870LOCALanswer$,X,Y:X=POS:Y=VPOS:IFlow$<>"A"ANDlow$<>"1
"either=TRUE ELSEeither=FALSE
  880low=FNcase(low$):high=FNcase(high$):*FX21,0
  890REPEAT:REPEAT
  900PRINTTAB(X,Y)message$;:answer$=GET$:answer=FNcase(an
swer$)
  910UNTILNOTeither OReither ANDanswer=low ORanswer=high
  920UNTILanswer>=low ANDanswer<=high
  930IFanswer>=ASC("A")ANDanswer<=ASC("Z")=answer-64ELSE=
answer-48
  940
  950DEFPROCinitialize
  960X=RND(-TIME):end=FALSE
  970DIMpotential(19),modifyer(4,6),ability(7),go$(2),spe
ed$(6,2),temp(7),ability$(7),able$(7),race$(6)
  980n$="1 2 3 4 5 6":menu$="Your choice":ok$="Is this co
rrect?"
  990FORindex=0TO19:READpotential(index):NEXT
 1000DATA30,30,35,35,40,40,40,45,45,45,45,50,50,50,55,55,
60,60,65,70
 1010FORrace=2TO4:FORindex=0TO5STEP2:READmodifyer(race,in
dex):NEXT:NEXT
 1020DATA5,-5,0,-5,5,0,-10,5,5
 1030FORindex=0TO7:READability$(index):READable$(index):N
EXT
 1040DATA Strength,STR,Stamina,STA,Dexterity,DEX,Reaction
 Speed,"RS ",Intuition,INT,Logic,LOG,Personality,PER,Lead
ership,LDR
 1050FORrace=0TO4:READrace$(race):NEXT
 1060DATA "          ",Human,Dralasite,Vrusk,Yazirian
 1070FORpace=0TO2:READgo$(pace):NEXT
 1080DATA Walk:,Run:,Hourly:
 1090FORrace=1TO5:FORpace=0TO2:READspeed$(race,pace):NEXT
:NEXT
 1100 DATA10m,30m,5km,"5m ",20m,3km,15m,35m,6km,10m,30m,4
km,10m,20m,3km
 1110ENDPROC
 1120
 1130DEFPROCempty
 1140name$="":race%=0:hand$="":sex$="":ps=0:im=0:rw=0:m=0
:ENDPROC
 1150
 1160DEFPROCwipe PRINTTAB(0,10):tab=VPOS:FORx%=1TO13:PRIN
TSTRING$(40," ");:NEXT:PRINTTAB(0,tab):ENDPROC
 1170
 1180DEFPROCtitle
 1190CLS:FORx=0TO1:PRINTTAB(8,9+x)CHR$(141)"Star Frontier
s":NEXT:ENDPROC
```

◁ range. Their style seems to reflect the maturity of the players more than the subject. Role-playing can be a group of bullies looking for a fight, or at the other extreme, an exercise in mental agility and teamwork. The openness of the system allows for effective use of lateral thinking (creativity) from players and gamesmaster, an attribute not always of value in boardgames.

### Elf pretensions

You might ask what place micros have in the lives of men who gather in groups pretending to be elves. Computers would seem to be, with their unyielding submission to precise rules, out of place in the flexible world of role-players. In reality, good rules are precise in many areas — exactly those that often become chores which detract from the game. Computers are adept at taking over these mundane tasks. I will confine myself for now to one aspect, the character generator, probably the easiest game assistance program to write and possibly the most useful.

Creating characters normally consists of a fair amount of die rolling, then calculating characteristics based on the rolls and filling out an individual character sheet. This can be relatively quick for some games and quite time-consuming for others — a significant part of an evening can be spent kitting out new players with characters. A gamesmaster may have to create large numbers of characters to fill his scenarios and has even greater need for computerised help.

### Grandaddy

Star Frontiers is one of the most recent science fiction role-playing games and comes from TSR, the originator of Dungeons & Dragons and the grandaddy of them all. The cover art does not suggest that it is a game for the serious sci-fi fan, but further investigation will reveal, behind the comic-book facade, probably the most polished role-playing system currently available. Star Frontiers uses the best of D&D, Runequest, Traveller, Top Secret and others to produce a system more consistent and logical than its progenitors — granted, the first three available scenarios are D&D on another planet and contain, for my taste, far too many confrontations with monsters. Fortunately, our group has a gifted gamesmaster who designs his own scenarios.

The rules for developing and using skills are extremely clever and allow excitement even when the characters are not engaged in combat. Our group successfully concluded a mission the other evening by tapping into the enemy's computer. Using various characters' skills we were able to find and make our way to the terminal, disable security systems and change a vital program. Not a single laser was fired — best of all, it was fun.

The following program will allow you to generate characters according to the rules of Star Frontiers (I'm afraid it won't be of much use without the game). It will "roll" general characteristics and allow you to choose the race of your character (several friendly aliens are available if you tire of being a boring human). You may trade some characteristics for others and choose a name, sex and handedness (this is considerably more choice than you had at your own birth). The results can then be printed in the form of a character sheet which is used in the game.

Most inputs are single key press and are well-protected, both upper and lower case being acceptable. The program was designed to be used by gamers who are not necessarily knowledgeable about computers and therefore nothing in it should frighten anyone.

### Menus

But, for those of you with computers, a bit about the program. One of the most used routines is FNquick which returns a number from 1 to 26 for letters or 0 to 9 for numbers, and is used in menus. Character generators tend to have many menus and if you want protected inputs it is easier to write one routine to screen them all. The program is currently set up to work with an Epson printer with parallel interface but would require very few alterations to work on most other printers.□



# YOUR ADVENTURES

**This month you can play Mage Cage on the Spectrum 16K (this page), a graphics adventure written by Quicksilva programmer Mike Moscoff. Look out for the Dragons and Traps while you search for the sword to defend yourself. Your task is to find the Fusor and destroy it in order to save the Earth. If you want to standardise input into your adventures, Simon Lane shows you how on page 42. His routine for Commodore and Sinclair users converts a sentence into two three-letter words. Separate listings are given for both machines. Vic 20 owners can search for the Giant's gold (page 43), a text adventure which needs a minimum 8K expansion. It uses print statements and should be easily transposable to other micros. A large part of the space taken up by adventure games is used to store messages. It is therefore essential to store them as efficiently as possible. Andy Mitchell shows BBC users how to do this by placing messages in one large database at the end of the program and using a single procedure to extract the required message (page 44).**

**Send us your adventure listings — modules which readers can incorporate into their own games, short adventures and useful programming routines are all welcome. Please send us a printout and cassette along with a general description of the program and details of how it is constructed and can be used. If you want us to return your program, enclose a stamped, addressed envelope. If you have any queries on the listings, write to the appropriate author, Your Adventures, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD**

# Play Mage Cage on the Spectrum

*A 16K Spectrum graphic adventure by Quicksilva programmer Mike Moscoff*

THE AETHANES, NASTIES from the Nth Dimension, threaten to destroy Earth. You must enter the Valley of Shadows, and find and destroy the fusor, a weird object that holds open the gateway between the Dimensions. The valley comprises 25 arenas, or rooms.

Avoid or kill the evil Dragons: there are four types — Magenta, Green, Blue and Yellow. The Yellow Dragons have the worst bite, and need four strikes with the sword to kill them. Watch out for the Traps, which can block, exhaust or kill you. Look for any useful objects (eg the sword). To pick them up, just touch them. To move, use the cursor keys (5-8). To use the sword (to strike left or right), press Caps Shift and 5 or 8. Note: you must first find the sword! To get help, press 'H' (for info about the traps).

This program has been horribly compressed. Most numbers have been replaced by single-letter variables: O=0, L=1, B=2, etc . . . see list of variables. Many character variables hold numeric data: "ABCD" translates to: print trap number 1(A) using pattern 2(B) starting at position Y=3(C), X=4(D). FN n converts characters to numbers. FN c$ converts numbers to characters.

Problems: don't mistake Hs (10) for Ms (100). Lines 4400-4625 (and others) use weird characters: @ (Symbol Shift & 2) to represent 0, / (Symbol Shift & V) to represent 28, ( (Extended Mode, Symbol Shift & Y) to represent 27, ) (Extended Mode, Symbol Shift & U) to represent 29. Typing in lines 4400-4470 is easier if you enter the letters in groups of three: . . . EYE . . . HAL. POKE 23693,7 sets INK 7, PAPER 0. POKE 23693,56 set INK 0, PAPER 7, POKE 23658,8 sets Capitals lock. USR 3280 scrolls up 1 line.

### Program routines

10 Initial setup & intro
20 Setup new game
30 Setup new room
40 You move
50 Alien move (or delay)
80 Score & end checks
100 Alien move sub/routine
300 Your move s/r
400 Sword fight s/r
500 Trap action s/r
600 Objects s/r
670 Print obj inventory
680 Print object
690 Convert attr colour to object number
700 Replace lost object
900 Print messages s/r
1000 Lose game (or newlife)
1100 Win game
1200 Scores & end
3000 Select new room
4000 Setup new room
4020 Setup traps — barriers
4030 Setup traps — mazes
4050 Setup objects
4080 Setup 'final' room
4100 Setup alien
4300 Setup you
4400 Trap patterns s/r
4600 Room data
7000 Define vars — temp
7500 Define vars — perm
7600 Define Special chars
9000 Introduction
9100 Controls display
9200 Traps info ('help')
9900 Cls & header s/r
9920 Delay s/r
9930 Wait s/r
9940 Object name s/r
9950 Trap name s/r
9960 Trap info s/r

### Numeric vars

| | |
|---|---|
| DC | remaining lives |
| DI | die flag |
| OK | win flag |
| PO | power (strength) |
| RO | room number |
| ROO | old room no |
| SC | score |
| ST | top score |
| T | alien way flag |
| TN | alien number |
| TR | trap number |
| TX, TY | alien x,y position |
| TXO, TYO | alien old pos |
| UX, UY | your x,y position |
| UXO, UYO | your old pos |
| B | 2 |
| C | 3 |
| D | 4 |
| E | 5 |
| F | 6 |
| G | 7 |
| H | 10 |
| I | 20 |
| J | 30 |
| K | 40 |
| L | 1 |
| M | 100 |
| O | 0 |
| V | .003 |
| W | .01 |

temporary:
A, N, P, Q, X, Y

### User defined chars

| line | char: |
|---|---|
| 105 | "D" |
| 106 | "E" |
| 300 | "H", "B" |
| 301 | "G", "C" ▷ |



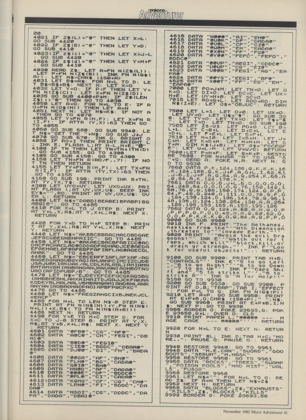


| | | | | | |
|---|---|---|---|---|---|
| 310 "B" | 7500 "A", "D" | | | Q$ | trap & object colours |
| 315 "C" | | | | R$ | room path array |
| 320 "A" | **Alphabetic vars** | | | S$, T$ | alien chars (new, old) |
| 325 "A" | K$ | blank line (32 chars) | | U$, W$ | your chars (new, old) |
| 1020 "D" | N$ | message pass var | | Z$ | inkey response |
| 4080 "N" | O$ | objects array | | temporary: A$, B$, N$, Z$. | |

```
   9 REM MAGECAGE37 ©MOSCOFF '83
  10 CLEAR 32599: DEF FN R(A,O)=
INT (RND*A+O): DEF FN N(Z$)=CODE
 Z$-64: DEF FN C$(O)=CHR$ (O+64)
  15 GO SUB 7500: GO SUB 9000: G
O SUB 7600: GO SUB 9100
  20 GO SUB 7000
  30 GO SUB K*M
  40 GO SUB J*H
  50 IF NOT TN THEN GO SUB 9920:
 IF RND<RO/M THEN GO SUB 4150
  55 IF TN THEN GO SUB M
  80 PRINT INK F; OVER D;AT I,J-
D;SC; FLASH PO<M;AT I,I-B;PO;" "
: IF DI OR PO<L THEN GO TO 1000
  81 IF OK THEN GO TO 1100
  85 IF UX=L OR UX=J OR UY=D OR
UY=I-C THEN GO TO J*M
  95 GO TO K
 100 IF T THEN LET TX=TX+(TX<UX)
-(TX>UX)+FN R(1.4,-.2): LET T$="
*"
 105 IF NOT T THEN LET TY=TY+(TY
<UY)-(TY>UY)+FN R(1.4,-.2): LET
T$="*"
 110 IF ATTR (TY,TX)>63 THEN LET
 TY=TYO: LET TX=TXO
 120 PRINT INK B;AT TYO,TXO;S$;
INK B+TN;AT TY,TX;T$
 150 IF TX=UX THEN IF TY=UX THEN
 BEEP W,J: LET PO=PO-TN*E
 190 LET TXO=TX: LET TYO=TY: LET
 S$=T$: LET T=NOT T: RETURN
 300>LET Z$=INKEY$: IF Z$=CHR$ 8
 THEN LET N=UX-L: LET Z$="→": LE
T U$="*": GO SUB K*H: GO TO 340
 301 IF Z$=CHR$ 9 THEN LET N=UX+
L: LET Z$="←": LET U$="*": GO SU
B K*H: GO TO 340
 302 IF Z$="H" THEN GO SUB 9000:
 GO SUB 9200: GO TO J
 305 IF Z$<"5" OR Z$>"8" THEN GO
 TO 9920
 310 IF Z$="5" THEN LET UX=UX-(U
X>L): LET U$="*"
 315 IF Z$="8" THEN LET UX=UX+(U
X<J): LET U$="*"
 320 IF Z$="6" THEN LET UY=UY+(U
Y<17): LET U$="*"
 325 IF Z$="7" THEN LET UY=UY-(U
Y>D): LET U$="*"
 330 LET a=ATTR (UY,UX): IF A>63
 THEN GO SUB E*M: BEEP W,K+A
 340 PRINT INK B;AT UYO,UXO;W$;
INK G;AT UY,UX;U$: BEEP V,UY: LE
T PO=PO-L
 390 LET UXO=UX: LET UYO=UY: LET
 W$=U$: RETURN
 400 IF O$(B)<>"@" THEN RETURN
 401 LET A=ATTR (UYO,N): IF A>12
8 THEN LET OK=(RO=I): GO TO 410
 404 IF A=70 THEN IF RND<L/H THE
N LET N$="YOU BROKE THE SWORD!!"
: GO SUB J*J: LET A=B: GO TO G*M
 405 IF A>63 AND A<>68 THEN RETU
RN
 410 PRINT INK E;AT UYO,N;Z$
 420 BEEP W,J: LET PO=PO-L: IF T
N THEN IF N=TX AND UYO=TY THEN B
EEP W,K+H: LET SC=SC+TN: LET TN=
TN-L: IF NOT TN THEN BEEP L/H,K+
I: PRINT INK B;AT TY,TX;T$
 430 PRINT INK B;AT UYO,N;Z$
 445 RETURN
 500 IF A>127 THEN LET A=G: LET
DI=L: LET N$="DON'T TOUCH IT! -
DESTROY IT!": GO SUB J*J: RETURN

 606 IF A>71 THEN GO TO F*M
 510>LET A=A-64: GO SUB 690: IF
A=B THEN IF RND<W THEN LET N$=("
USE" AND O$(B)="@")+("FIND" AND
O$(B)<>"@")+" SWORD": GO SUB J*J
 513 IF A<C THEN LET UX=UXO: LET
 UY=UYO: RETURN
 515 IF O$(A)="@" THEN IF RND<L/
H THEN LET N$="OBJECT IS ALL USE
D UP!!!!": GO SUB J*J: GO TO G*M
 520 IF O$(A)="@" THEN RETURN
 530 IF A=C THEN LET PO=PO-I
 540 IF A>C THEN LET DI=L
 545 RETURN
 600 LET N$="": LET A=A-72: GO S
UB 690: LET O$(A)="@": LET SC=SC
+A*H: PRINT OVER 0;AT UY,UX;" "
 620 IF A=L THEN LET PO=H*M: LET
 N$="REFRESHES THE PARTS..."
 670 LET Y=I: FOR A=L TO E: LET
X=G+A+L: IF O$(A)="@" THEN GO SU
B 680: BEEP W,A
 675 NEXT A: GO SUB J*J: RETURN
 680>PRINT BRIGHT L; OVER 0; INK
 FN N(O$(A)); PAPER L;AT Y,X;CHR
$ (157+A): RETURN
 690 FOR N=L TO E: IF A=FN N(O$(
N)) THEN LET A=N
 695 NEXT N: RETURN
 700 PRINT FLASH L; INK B;AT I,G
+A+L;" ": BEEP B,-H: LET X=FN R(
D,F): IF X=RO THEN GO TO 705
 705 LET O$(A)=FN C$(X): LET N$=
"FIND ANOTHER IN ROOM "+STR$ X:
GO SUB J*J: BEEP L,O: RETURN
 900 PRINT OVER O; INK D;AT 21,O
;K$;AT 21,16-LEN N$/B;N$: RETURN

1000>LET DI=L: OVER O: PRINT FLA
SH L;AT UY,UX;"+": BEEP B,-H: IF
 PO>O THEN GO SUB 9950: LET n$="
KILLED BY THE "+N$: GO SUB J*J
1010 BEEP C,-I: LET DC=DC-L: IF
DC THEN LET N$="LIVES:"+STR$ DC:
 GO SUB J*J: LET PO=PO+(M*(J-RO)
 AND PO<L): LET RO=G+L: LET DI=O
: LET UX=H+E: LET UY=H+B: BEEP 8
,O: GO TO J
1020 LET N$="INVASION!": GO SUB
J*J: FOR N=O TO M: PRINT INK RND
*E+B;AT RND*H+E,RND*J+L;"*": BEE
P V,K-N/B: NEXT N: GO TO J*K
1100 BEEP L,K: LET SC=SC+M: LET
N$="THE GATES CLOSE": GO SUB J*J
1150 FOR N=O TO F: INK G-N: FOR
X=O TO J: PLOT X*D,O: DRAW O,175
: PLOT 250-X*D,O: DRAW O,175: BE
EP V+(N+X=O),X*B: LET Y=USR 3280
: NEXT X: NEXT N
1200>BEEP B,K: GO SUB 9900: LET
N$="EARTH IS "+("SAVED!" AND OK)
+("LOST!!" AND DI)
1220 LET Z$="": IF SC>=ST THEN L
ET ST=SC: LET Z$=("AND" AND OK)+
("BUT" AND DI)+" YOU GOT"
1230 PRINT FLASH L; INK F;AT E,H
-L;N$;AT G+L,H+L;"GAME SCORE:";A
T H,H+E;SC; INK E;AT H+E,H+L;Z$;
AT I-B,H+L;"HIGH SCORE:";AT I,H+
E;ST
1280 PAUSE O: INPUT "PLAY AGAIN
Y/N ";Z$: IF Z$="Y" THEN GO TO I
1290 GO TO 9999
3000 BEEP W,I: LET A=L+(UY=D)+(B
 AND UX=J)+(C AND UY=I-C)
3005 RESTORE 4600+RO: READ Z$: L
ET P=FN N(Z$(A)): IF NOT P THEN
PRINT INK B; INVERSE L;AT I+L,H;
" NO ENTRY ": BEEP W,H: GO TO K
3010 LET ROO=RO: LET RO=P
3011 IF A=L THEN LET UX=J-L
3012>IF A=B THEN LET UY=H+F
3013 IF A=C THEN LET UX=B
3014 IF A=D THEN LET UY=E
3020 GO TO J
4000 GO SUB 9900: LET P=239: LET
 Q=111: BRIGHT L: INK L: PLOT G+
L,J+B: DRAW PAPER L;P,O: DRAW PA
PER L;O,Q: DRAW PAPER L;-P,O: DR
AW PAPER L;O,-Q: INK E
4010 PRINT AT I-L,L;"ARENA   INV
EN   POWER   SCORE"; INK F;AT I,
C;RO: IF R$(RO)=" " THEN LET R$(
RO)="A": LET SC=SC+RO
4020 INK F: RESTORE 4600+RO: REA
D Z$: LET A$=CHR$ 151: LET B$=A$
+A$: LET X=O: LET Y=O: GO SUB 44
```



```
00
4021 IF Z$(L)="@" THEN LET X=L:
GO SUB 4420
4022 IF Z$(B)="@" THEN LET Y=D:
GO SUB 4410
4023>IF z$(c)="@" THEN LET X=J-L
: GO SUB 4420
4024 IF z$(d)="@" THEN LET Y=H+F
: GO SUB 4410
4030 READ Z$: LET A=FN N(Z$(L)):
 LET P=FN N(Z$(B)): INK FN N(Q$(
A)): LET A$=CHR$ (150+A)
4031 LET B$=A$: FOR N=L TO D: LE
T B$=B$+B$: NEXT N: LET X=0
4032 LET Y=0: IF P<F THEN LET Y=
FN N(Z$(C)): LET X=FN N(Z$(D))
4035 GO SUB 4400+P*M: IF Z$(LEN
Z$)<>"@" THEN GO TO 4030
4050 LET A=0: FOR N=L TO E: IF R
O=FN N(O$(N)) THEN LET A=N
4051 NEXT N: LET N$=K$: IF NOT A
 THEN GO TO 4070
4055 LET Y=FN R(H,F): LET X=FN R
(I,F): IF ATTR (Y,X)>63 THEN GO
TO 4055
4060 GO SUB 680: GO SUB 9940: LE
T N$="GET THE "+N$: GO SUB J*J
4070 GO SUB 670: INK G: BRIGHT O
4080 IF RO=I THEN PRINT BRIGHT L
; INK E; FLASH L;AT H-L,H+E;"@"
4100 IF TN THEN LET TN=TN+(TN<D)
: GO SUB 4155: GO TO 4300
4105 GO SUB 4150: GO TO 4300
4150 LET TN=FN R(RO/F,.7): IF NO
T TN THEN RETURN
4155 LET TY=FN R(H,F): LET TX=FN
 R(I,F): IF ATTR (TY,TX)>63 THEN
 GO TO 4155
4160 GO SUB 190: PRINT INK B+TN;
AT TY,TX;T$: RETURN
4300 LET UYO=UY: LET UXO=UX: PRI
NT FLASH L;AT UY,UX;U$: BEEP INK
EY$="",RO: PRINT AT UY,UX;U$: OV
ER L: RETURN
4400 LET N$="DABD]BEABE]BPABP]BQ
ABQ]B": GO TO 4485
4410 FOR X=L TO J STEP B: PRINT
AT Y+L,X;A$;AT Y,X+L;A$: NEXT X:
 RETURN

4420 FOR Y=D TO H+F STEP B: PRIN
T AT Y,X+L;A$;AT Y+L,X;A$: NEXT
Y: RETURN
4440 LET N$="AKBBCBBRACHACOBDGAE
JEFRCGBEGNBHPAIIC": GO TO 4485
4450 LET N$="@AKAECBACBFABICC@AC
DACFACHACLAD@CDDADFADHADJCE@AEDA
EFAEHAELAF@AFBBFFAFIBFLAG@AGECGL
AHAK": GO TO 4485
4460 LET N$="EBCERFFIAFLAFXAF/AG
BAGEDGNAGUBGYAGJAHJAHPCIMCIZCJDB
JSAJWBKIAKUAK/ALCDLKALRBL]AMIAMN
BMTAMXBM[ANBANGANJANVAN]AOMBOTAO
WAO[APIDPUBP/B": GO TO 4485
4470 LET N$="EJDEYEFCEFOCGKAGSBG
[AHBBHEBHLAHXAIHAITDJGAJJCKFAKMA
KODKYBLHALMALVBMBAMQAM]ANDBNLANR
ANYAN[AOBAOHAOPAO]APBFP@CPXC"
4475 GO TO 4485
4480 LET N$="FREGZAHGCIXBJNEKJCL
XEMCF"
4485 FOR N=L TO LEN N$-B STEP C:
 PRINT AT FN N(N$(N))+Y,FN N(N$(
N+L))+X;B$( TO FN N(N$(N+B)))
4486 NEXT N: RETURN
4490 FOR Y=E TO H+C STEP D: FOR
X=C TO J-B STEP B: PRINT AT Y,X;
A$;AT Y+B,X+L;A$: NEXT X: NEXT Y
: RETURN
4601 DATA "@FB@","CG","AF@"
4602 DATA "A@C@","CH","FEGI","DB
AJ@"
4603 DATA "B@D@","FEGI@"
4604 DATA "CIE@","BDDC","DBAA@"
4605 DATA "DJ@@","BI","FH","BADA
@"
4606 DATA "@@GA","AF","BH@"
4607 DATA "FLH@","BG","CADA@"
4608 DATA "G@I@","BH@"
4609 DATA "HN@D","AF","DADA@"
4610 DATA "@@@E","DF","BDDC@"
4611 DATA "@PL@","CI","CADA@"
4612>DATA "KQMG","CF","CG","CH@"
4613 DATA "LRN@","FI","BDDC","DA
DA@"
4614 DATA "MSOI","CG","DDDC","DA
PA","DADA","DBAJ@"
4615 DATA "N@@@","AI","EH@"
4616 DATA "@U@K","DF","DADA@"
4617 DATA "@V@L","CF","CI@"
4618 DATA "@W@M","EH","EADA@"
4619 DATA "@X@N","FF","FG@"
4620 DATA "@Y@@","FEFC","FEFO","
BDDC@"
4621 DATA "@@VP","AEGI","CDDC@"
4622 DATA "U@UP","CG","EI@"
4623 DATA "V@@R","FEGI","AG","EA
PA@"
4624 DATA "@@YS","EEGI","BF@"
4625 DATA "X@@T","FF","EG","EH",
"EAPA@"
7000 LET PO=J*M: LET TN=0: LET O
K=0: LET DI=0: LET DC=C: LET UX=
H+E: LET UY=H+B: LET SC=0
7015 LET RO=G+L: LET ROO=RO: DIM
 R$(I+E): LET O$="OBJUC": RETURN

7500 LET L=1: LET O=0: LET UX=0:
 LET UY=0: LET U$="↑": GO SUB 39
0: LET TY=0: LET TX=0: LET T$="*
": LET T=0: LET TN=0: GO SUB 190
7505 LET Z$=U$: LET PO=0: LET B=
L+L: LET C=B+L: LET D=C+L: LET E
=D+L: LET F=E+L: LET G=F+L
7510 LET H=10: LET I=5*H: LET J=
C*H: LET K=D*H: LET M=H*H: LET S
T=M: DIM K$(J+B): LET Q$="FDCEGF
E": LET U=L/M: LET V=U/C: RETURN
7600>LET P=H+F: LET Q=K+P: RESTO
RE 7600: FOR N=USR "A" TO USR "S
"+G: READ A: POKE N,A: NEXT N: G
O TO 9930
7660 DATA P,K,124,186,Q,K,K,K,16
,K,124,188,Q,K,J+F,A,G+L,I,62,61
,J-B,I,J+F,A,Q,84,A,Q,254,K,68,A
,Q,84,A,K,124,170,K,K
7661 DATA O,O,B,J+L,B,O,O,O,O,O,
64,248,64,O,O,O,O,Q,76,150,142,1
50,76,Q,Q,106,150,174,124,Q,P,P,
64,F,48,G,240,O,111,O,O,70,9,F,O
,124,130,124,D,106,144,70,9,96,1
48,136,O,124,130,254,130,A,A,254
,126,195,153,165,A,153,195,126
7662 DATA O,Q,124,A,68,A,A,Q,O,P
,P,P,P,Q,P,O,O,48,A,A,Q,60,62,O,
O,O,P,P,K,K,K,Q,O,Q,84,A,Q,P,P,O
9000 GO SUB 9900
9010 INK F: PRINT "The Aethanes,
nasties from the"'"Nth Dimension
,threaten to"'"invade Earth."''
9020 PRINT ''"Avoid the evil Dra
goons!"' INK E''"Watch out for t
raps, which will"'"block,kill,or
 drain yr strengh."'' INK F'"Loo
k for useful objects!":: RETURN

9100 GO SUB 9900: PRINT TAB H+B;
"CONTROLS"'' INK E'"5 to go Left
","8 to go Right"''"6 to go Down
","7 to go Up"'' INK F'"Caps Shi
ft and","5 to strike L"'',"8 to
strike R"'' INK G'"H for Help!!"
9180 GO TO 9930
9200 GO SUB 9930: GO SUB 9900: P
RINT AT D,B;"TRAP";TAB I;"EFFECT
": FOR P=L TO G: INK FN N(Q$(P))
9210 LET A=P: GO SUB 9950: PRINT
 AT E+P*B,O;CHR$ (150+P);" ";N$:
 GO SUB 9960: PRINT AT E+P*B,I;N
$: NEXT P: GO TO 9930
9900 BORDER O: POKE 23693,G: POK
E 23658,G+L: OVER O: CLS
9910 PRINT PAPER L;"@@@@@ --- M
AGE CAGE --- @@@@@"''': RETURN

9920 FOR N=L TO E: NEXT N: RETUR
N
9930 PRINT #L; INK D;TAB H+C;"MO
RE..": PAUSE O: PAUSE O:: RETURN

9940 RESTORE 9940: GO TO 9961
9946 DATA "H.E.CAN","SWORD","GOO
BOOTS","SERUM","M.MASK"
9950 RESTORE 9950: GO TO 9961
9958 DATA "ROCKS","TREES","SWAMP
","POISON POOLS","MAD MIST","WAL
LS","FUSOR"
9960 RESTORE 9960
9961 LET N$="": FOR N=L TO G: RE
AD Z$: IF A=N THEN LET N$=Z$
9962 NEXT N: RETURN
9968 DATA "BLOCKS",Z$,"EXHAUSTS"
,"KILLS",Z$,"BLOCKS","KILLS"
9999 BORDER G: POKE 23693,56
```

# Breaking sentences down to two words of three letters

*By Sunshine programmer Simon Lane*

THIS ROUTINE FOR the Spectrum or Commodore machines will convert a sentence into two three-letter words. The first corresponds to the first three letters of the first word in the sentence, and the second to the first three of the last word.

This allows the input to an adventure game to be processed so that to some extent it is standardised. For example, say the player wanted to drop the golden statue that he was carrying. He might type in "DROP STATUE", "DROP THE STATUE", "DROP THE GOLDEN STATUE" or even "DROP THE GOLD STATUE". All of these sentences would return the same thing if sent to this subroutine, ie "DRO" and "STA". This should be sufficient to determine what the player actually means.

The string should be sent to the subroutine in the variable Z$, and the two three-letter words are returned in the variables W$(1) and W$(2) in the Spectrum version, and in W1$ and W2$ in the CBM 64/Vic 20 version.

**Commodore**

```
9800 REM DECODE INPUT
9810 W1$ = "":W2$ = ""
9820 IFZ$ = "":THEN RETURN
9830 FOR Z = 1 TO LEN(Z$)
9840 IFMID$(Z$,Z,1) = ""THEN NEXT:RETURN
9850 LET W1$ = MID$ (Z$,Z,3)
9855 LET ZZ=Z+2: IF ZZ>LEN(Z$) THEN RETURN
9860 LET ZZ = Z:FOR Z = LEN(Z$) TO ZZ +2 STEP-1
9870 IF MID$(Z$,Z,1) ="" THEN NEXT:RETURN
9880 IF MID$(Z$,Z-1,1)<> "" THEN NEXT:RETURN
9890 LET W2$ = MID$(Z$,Z,3) : RETURN
```

**Spectrum**

```
9800 REM DECODE INPUT
9810 DIM w$(2,3)
9820 IF z$="" THEN RETURN
9830 FOR z=1 TO LEN z$
9840 IF z$(z)=" " THEN NEXT z: R
ETURN
9850 LET w$(1)=z$(z TO )
9860 FOR z=LEN z$ TO z+2 STEP -1
9870 IF z$(z)=" " THEN NEXT z: R
ETURN
9880 IF z$(z-1)<>" " THEN NEXT z
: RETURN
9890 LET w$(2)=z$(z TO ): RETURN
```

*From Paul Price in Bodmin*

# Giant's Gold

THIS IS AN adventure program for the Vic 20. The program requires a minimum 8K expansion for the Vic, as it uses just over 8½K. It uses print statements and should be easily transposable to other machines.

The adventure is text only and all commands which must be entered as single letters are explained in the program. All others are the usual two word commands.

The following is a list of the main variables used:

A = Pointer to current location

LO$ = Additional information at the location — alters depending on actions taken

OB$ = Objects

OB = Location of object

(Ø = being carried)

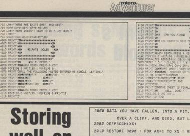
A$ = First input

B$ = Second input

GI, RA, MA, DW, DR, KE, MT, BA = Various flags to indicate certain conditions (MT is for matches and starts at six so use them sparingly).

All locations are held in subroutines and line 21 indicates which subroutine to GOTO, determined by the value of A. A is altered by the values of NO, SO, WE and EA. H for help and EXAMINE will give clues in the right places.

```
5 GOSUB4000
7 PRINT"J":RESTORE
9 GOSUB5000
11 ONAGOSUB500,520,540,560,580,600,620,640,660,680,700,720
13 PRINTLO$:PRINTLA$
15 FORN=1TO9
17 IFOB(N)=ATHENPRINTOB$(N)
19 NEXT:PRINT
21 INPUT"WHAT SHALL I DO NOW ";I$:PRINT""
23 FORB=1TOLEN(I$)
25 IFMID$(I$,B,1)<>CHR$(32)THENNEXT
27 A$=LEFT$(I$,(B-1))
29 IFLEN(A$)=1THEN37
31 C=LEN(I$)-B
33 IFC<=0THENPRINTA$;" WHAT?":GOTO21
35 B$=RIGHT$(I$,C):GOTO47
37 IFA$="N"ANDNO<>0THENA=NO:GOTO11
39 IFA$="S"ANDSO<>0THENA=SO:GOTO11
41 IFA$="W"ANDWE<>0THENA=WE:GOTO11
43 IFA$="E"ANDEA<>0THENA=EA:GOTO11
44 IFA$="I"THEN65
45 IFA$="H"THEN75
46 IFA$="L"THENPRINT"I SEE NOTHING SPECIAL.":GOTO11
47 IFA$="TAKE"ORA$="GET"THEN79
48 IFA$="LEAVE"THEN93
49 IFA$="EXAMINE"THEN101
50 IFA$="LIGHT"THEN107
51 IFA$="CHOP"THEN123
52 IFA$="BUY"THEN143
53 IFA$="CAST"THEN153
54 IFA$="OPEN"THEN169
55 IFA$="UNSCREW"THEN188
56 IFA$="FEED"THEN195
57 IFA$="CUT"THEN220
58 IFA$="UNLOCK"THEN240
59 IFA$="CLIMB"THENPRINT"I'M SCARED OF HEIGHTS!":GOTO21
60 IFA$="JUMP"THEN260
61 IFA$="Q"THENEND
62 IFLEN(A$)=1THENPRINT"NOT THAT WAY":GOTO21
63 PRINT"I DON'T UNDERSTAND":PRINTA$:GOTO21
65 FORN=1TO9
67 IFOB(N)<>0THENNEXT:GOTO21
69 PRINTOB$(N)
71 N=N+1:IFN<=9THEN67
72 GOTO21
75 IFA=3THENPRINT"HAVE YOU LIT A FIRE   FOR HIM?":GOTO21
77 IFA=9THENPRINT"PERHAPS HE'S HUNGRY?":GOTO21
78 PRINT"HAVE YOU TRIED TO     EXAMINE THINGS?":GOTO21
79 IFB$="BOX"ORB$="LOG"ORB$="BARREL"ORB$="CHEST"THENPRINT"I CAN'T IT'S TOO HEAVY
":GOTO21
80 IFB$="KEY"ANDKE=1THENPRINT"I CAN'T IT'S TIED TO  SOMETHING":GOTO21
81 IFA=5ANDGI=1THENPRINT"GIANT WON'T LET ME!":GOTO21
82 IFB$="FIRE"THEN PRINT"OW I'VE BURNED MYSELF TO DEATH!":FORT=1TO3000:NEXT:GOTO
5500
83 FORN=1TO9:IFOB(N)<>ATHENNEXT
85 IFOB$(N)=B$THENPRINT"OK":OB(N)=0:GOTO21
87 IFN=10THEN91
89 NEXT
91 PRINT"NO!":GOTO21
93 FORN=1TO9
95 IFOB$(N)=B$ANDOB(N)=0THENPRINT"OK":OB(N)=A:GOTO21
97 NEXT
99 PRINT"I'M NOT CARRYING IT!":GOTO21
101 IFA=6ANDBA=1ANDB$="BARREL"THENPRINT"THE LID IS SCREWED ON!"
102 IFA=6ANDBA=0ANDB$="BARREL"THENPRINT"SHOULD I OPEN IT AND  LOOK?"
103 IFA=12ANDKE=1ANDB$="KEY"THENPRINT"IT'S TIED ON AN IRON  RING-BOLT WITH STRIN
G":GOTO21
104 IFA=12ANDKE=0ANDOB(8)=12THENPRINT"THE STRING IS CUT ALL I NEED TO DO IS TAKE
 THE KEY?"
105 PRINT"I SEE NOTHING SPECIAL":GOTO21
107 IFOB(6)<>0THENPRINT"WHAT WITH?":GOTO21
108 IFB$="FIRE"ORB$="KINDLING"THEN160
109 IFB$="MATCHES"THENPRINT"LIGHT THEM ONE AT A   TIME":GOTO21
110 IFB$<>"MATCH"THENPRINT"THAT WON'T IGNITE":GOTO21
111 MT=MT-1:IFMT=0THENPRINT"THAT'S YOUR LAST MATCH":OB$(6)="":OB(6)=A
113 PRINT"MATCHES DO NOT LAST   VERY LONG!"
117 IFA=7THENA=11:GOTO11
119 IFA=8THENA=11:GOTO11
121 IFA=10THENA=12:GOTO11
122 PRINT"NOTHING HAPPENED BUT  I DID BURN MY FINGERS!":GOTO21
123 IFOB(7)<>0THENPRINT"WHAT WITH?":GOTO21
125 IFB$="TREE"ANDA<>4THENPRINT"THERE ARE NO TREES    CLOSE ENOUGH":GOTO21
126 IFB$="TREE"ANDRA=0THENPRINT"THERE ARE NO TREES TO CHOP HERE":GOTO21
127 IFB$="TREE"THENPRINT"OK  TIMBER  CRASH!":RA=0:GOTO11
129 IFB$="LOG"ANDA<>1THENPRINT"WHAT LOG?":GOTO21
131 IFB$="LOG"ANDOB$(3)<>"LOG"THENPRINT"NO LOG LEFT":GOTO21
133 IF B$="LOG"THENPRINT"OK I'VE CHOPPED IT UP":OB$(3)="KINDLING":GOTO21
134 IFB$="BOX"ANDA<>5THENPRINT"WHAT BOX?":GOTO21
136 IFB$="BOX"ANDA=5ANDGI=1THENPRINT"GIANT WON'T LET ME":GOTO21
137 IFB$="BOX"ANDA=5THENPRINT"NO POINT IT IS NOT    LOCKED":GOTO21
138 IFB$="BARREL"ANDA<>6THENPRINT"WHAT BARREL?":GOTO21
141 IFB$="BARREL"THENPRINT"IT'S TO WELL BUILT TO CHOP":GOTO21
142 PRINT"I CAN'T CHOP THAT":GOTO21
143 IFOB(3)<>0THENPRINT"WHAT WITH?":GOTO21
145 IFB$<>"SPELL"THENPRINT"IT'S NOT FOR SALE":GOTO21
147 IFA<>2THENPRINT"IT'S NOT HERE":GOTO21
148 IFMA=0THENPRINT"IT'S NOT HERE":GOTO21
149 PRINT"OK THE MAGICIAN SELLS YOU THE SPELL AND HE  DISAPPEARS!"
151 MA=0:OB$(9)="":OB(9)=A:OB$(5)="SPELL":OB(5)=0:GOTO21
153 IFOB(5)<>0THENPRINT"I DON'T HAVE IT!":GOTO21
154 IFA=5THENPRINT"OK THE GIANT IS ASLEEP":GI=0:OB$(5)="":OB(5)=A:GOTO21
155 IFA=9THENPRINT"OK.  THE DRAGON IS    ASLEEP":DR=0:OB$(5)="":OB(5)=A:EA=10:GO
TO21
157 PRINT"OK. IT SEEMS TO HAVE  NO EFFECT":OB$(5)="":OB(5)=A:GOTO21
160 IFOB(3)=0THENPRINT"NOW I'VE SET FIRE TO   MYSELF! ! !":FORT=1TO2000:NEXT:GO
TO5500
161 IFOB(3)<>ATHENPRINT"THERE'S NOTHING I CAN LIGHT":GOTO21
162 IFA<>3THENPRINT"OK. I'VE LIT A FIRE":OB$(3)="FIRE"
164 IFA=3THENPRINT"THE DWARF IS SO HAPPY HE PAYS YOU IN GOLD!":DW=0:OB$(9)="GOLD
":OB(9)=0
166 MT=MT-1:IFMT=0THENPRINT"THAT'S YOUR LAST MATCH":OB$(6)="":OB(6)=A
168 OB$(3)="FIRE":GOTO21
169 IFB$="BARREL"ANDA<>6THENPRINT"WHAT BARREL?":GOTO21
170 IFB$="BARREL"ANDBA=1THENPRINT"I CAN'T THE LID IS    SCREWED ON TIGHT":GOTO21
172 IFB$="BARREL"ANDBA=0THENPRINT"OK I'VE OPENED IT":OB$(4)="FOOD":GOTO21
174 IFB$="BOX"ANDA<>5THENPRINT"WHAT BOX?":GOTO21
176 IFB$="BOX"ANDGI=1THENPRINT"GIANT WON'T LET ME":GOTO21
178 IFB$="BOX"THENPRINT"OK I'VE OPENED IT":OB$(1)="DAGGER":OB$(2)="SCREWDRIVER":
GOTO21
180 IFB$="CHEST"ANDA<>5THENPRINT"WHAT CHEST?":GOTO21
182 IFB$="CHEST"ANDCH=1THENPRINT"I CAN'T IT'S LOCKED":GOTO21
184 IFB$="CHEST"THEN5600
186 PRINT"WHAT ARE YOU TALKING  ABOUT?":GOTO21
188 IFB$="BARREL"ANDA<>6THENPRINT"WHAT BARREL?":GOTO21
190 IFB$="BARREL"ANDOB(2)<>0THENPRINT"WHAT WITH?":GOTO21
191 IFB$="LID"ANDOB(2)<>0THENPRINT"WHAT WITH?":GOTO21
192 IFB$="BARREL"ORB$="LID"THENPRINT"OK I'VE UNSCREWED IT":BA=0:GOTO21
194 PRINT"I DON'T UNDERSTAND":GOTO21
195 IFOB(4)<>0THENPRINT"I'VE GOT NO FOOD!":GOTO21
196 IFB$="DRAGON"ANDA<>9THENPRINT"WHAT DRAGON?":GOTO21
200 IFB$="DRAGON"THENPRINT"MUNCH  MUNCH  MUNCH":DR=0:EA=10:GOTO21
202 IFB$="GIANT"ANDA<>5THENPRINT"WHAT GIANT?":GOTO21
204 IFB$="GIANT"THENPRINT"MUNCH  MUNCH  MUNCH":OB$(4)="":OB(4)=A:GOTO21
206 IFB$="DWARF"ANDA<>3THENPRINT"WHAT DWARF?":GOTO21
208 IFB$="DWARF"THENPRINT"MUNCH  MUNCH  MUNCH":OB$(4)="":OB(4)=A:GOTO21
210 PRINT"PARDON?":GOTO21
220 IFB$="STRING"ANDA<>12THENPRINT"WHAT STRING?":GOTO21
222 IFB$="STRING"ANDOB(1)<>0THEN226
224 IFB$="STRING"THENPRINT"OK I'VE CUT IT":KE=0:GOTO21
226 IFB$="STRING"ANDOB(7)=0THENPRINT"THE AXE IS TOO BLUNT":GOTO21
228 IFB$="STRING"THEN PRINT"I'VE NOTHING TO CUT ITWITH":GOTO21
230 PRINT"I CAN'T CUT THAT":GOTO21
240 IFB$="BOX"ANDA<>5THENPRINT"WHAT BOX?":GOTO21
242 IFB$="BOX"THENPRINT"IT'S NOT LOCKED":GOTO21
244 IFB$="BARREL"ANDA<>6THENPRINT"WHAT BARREL?":GOTO21
246 IFB$="BARREL"THENPRINT"IT'S NOT LOCKED!      EXAMINE IT!":GOTO21
248 IFB$="CHEST"ANDA<>5THENPRINT"WHAT CHEST?":GOTO21
250 IFB$="CHEST"ANDOB(8)<>0THENPRINT"I HAVEN'T GOT A KEY":GOTO21
252 IFB$="CHEST"THENPRINT"CLICK!":CH=0:GOTO21
254 PRINT"UNLOCK WHAT?":GOTO21
260 IFB$="RAVINE"ANDA<>4THENPRINT"WHAT RAVINE?":GOTO21
262 IFB$="RAVINE"THENPRINT"OK HERE WE GO                   WHEW NO IT'S TOO FAR!":FORT=1TO
3000:NEXT:GOTO5500
264 PRINT"YOU'RE LIVING IN A    FANTASY!":GOTO21
500 LO$="I'M IN A WOOD"
502 LA$="THERE IS A CAVE TO THENORTH."
504 NO=6:SO=2:WE=4:EA=0:RETURN
520 LO$="I'M IN A CLEARING IN  A WOOD. THERE IS A HUTTO THE EAST"
522 IFMA=1THENLA$="THERE IS A MAGICIAN   HERE WITH A SPELL FOR SALE"
524 IFMA=0THENLA$=""
526 NO=1:SO=0:WE=0:EA=3:RETURN
540 LO$="I'M INSIDE A SMALL HUT"
542 IFDW=1THENLA$="THERE IS A COLD DWARF"
544 IFDW=0THENLA$="THERE IS A WARM DWARF"
546 NO=0:SO=0:WE=2:EA=0:RETURN
560 LO$="I'M ON THE EDGE OF A  DEEP RAVINE"
562 IFRA=1THENLA$="THERE IS A LARGE TREE OVERHANGING THE RAVINE":WE=0
564 IFRA=0THENLA$="THERE IS A RECENTLY   FELLED TREE ACROSS THERAVINE.":WE=5
566 NO=0:SO=0:EA=1:RETURN
580 LO$="I'M IN A FIELD. THERE IS A LARGE BOX AND A  CHEST"
582 IFGI=1THENLA$="THERE IS A GIANT HERE GUARDING IT"
584 IFGI=0THENLA$="THERE IS A SLEEPING   GIANT"
586 NO=0:SO=0:WE=0:EA=4:RETURN
600 LO$="I'M IN A CAVE THERE ISAN OPENING IN THE EASTWALL."
602 LA$="THERE IS A BARREL ON  THE GROUND"
604 NO=0:SO=1:WE=0:EA=7:RETURN
620 LO$="I'M AT THE ENTRANCE TOA TUNNEL"
622 LA$="IT'S TOO DARK TOO SEE"
624 NO=0:SO=0:WE=6:EA=0:RETURN
630 LO$="I'M AT THE ENTRANCE TOA TUNNEL"
632 LA$="IT'S TOO DARK TO SEE"
634 NO=0:SO=0:WE=0:EA=9:RETURN
640 LO$="I'M AT THE ENTRANCE TOA TUNNEL"
642 LA$="IT'S TOO DARK TO SEE"
644 NO=0:SO=0:WE=0:EA=9:RETURN
660 LO$="I'M IN A LIGHT AIRY   CAVERN. I CAN SEE A   DARK ALCOVE EAST"
662 IFDR=1THENLA$="THERE IS A DRAGON IN  THE WAY":EA=0
664 IFDR=0THENLA$="THERE IS A SLEEPING   DRAGON":EA=10
666 NO=0:SO=0:WE=8:RETURN
680 LO$="IT'S TOO DARK TO SEE  IN THE ALCOVE"
682 LA$=""
684 NO=0:SO=0:WE=9:EA=0:RETURN
700 LO$="I'M INSIDE THE TUNNEL"
```



```
702 LA$="THERE ARE EXITS EAST  AND WEST"
704 NO=0:SO=0:WE=7:EA=8:RETURN
720 LO$="THERE DOESN'T SEEM TO BE A LOT HERE!"
722 LA$=""
724 NO=0:SO=0:WE=9:EA=0:RETURN
4000 PRINT"********************"
4005 PRINT"*********************"
4010 PRINT"*                   *"
4015 PRINT"*    GIANTS  GOLD   *"
4020 PRINT"*                   *"
4025 PRINT"*********************"
4030 PRINT"********************"
4040 PRINT"    BY P. PRICE."
4050 PRINT"WHEN READY PRESS A KEY"
4060 POKE198,0:WAIT198,1:POKE198,0
4070 PRINT"ALL THE FOLLOWING MUSTBE ENTERED AS SINGLE  LETTERS."
4075 PRINT"  NORTH      SOUTH"
4080 PRINT"  WEST       EAST"
4085 PRINT"  LOOK       HELP"
4090 PRINT"  INVENTORY  QUIT"
4095 PRINT:PRINT
4100 PRINT"WHEN READY PRESS A KEY"
4110 POKE198,0:WAIT198,1:POKE198,0:PRINT""
4119 PRINT""
```

```
4120 PRINT"********************"
4122 PRINT"*                  *"
4123 PRINT"*                  *"
4124 PRINT"*   CAN YOU FIND   *"
4125 PRINT"*                  *"
4126 PRINT"* THE GIANT'S GOLD ? *"
4127 PRINT"*                  *"
4128 PRINT"*                  *"
4130 PRINT"********************"
4135 PRINT"WHEN READY PRESS A KEY"
4140 POKE198,0:WAIT198,1:POKE198,0:PRINT"":RETURN
5000 FORN=1TO9:READO$(N),OB(N):NEXT
5005 DATA" ",5," ",5,LOG,1," ",6," ",2,MATCHES,3,AXE,11,KEY,12," ",9
5010 A=1:GI=1:RA=1:MA=1:JW=1:DR=1:KE=1:MT=6:BR=1:CH=1:RETURN
5500 PRINT"THAT WASN'T VERY SMART"
5510 PRINT"      ANOTHER GO Y/N?"
5520 GETA$:IFA$=""THEN5520
5525 IFA$="Y"THENPRINT"":RUN7
5530 IFA$="N"THENPRINT"":END
5540 GOTO5520
5600 PRINT"THE CHEST IS FINALLY OPEN AND YOU DISCOVER THE MISSING GOLD !"
5610 PRINT"      WELL  DONE!"
5620 POKE198,0:WAIT198,1
5630 PRINT"":END
```

# Storing well on the BBC

*From Andy Mitchell, Larkfield, Kent*

A LARGE PART of the space taken up by adventure games is used to store text in one large database at the end of the program and use a single procedure to extract the required message. It is essential therefore to store this as efficiently as possible. For this reason it is a good method to place all such text in one large database at the end of the program and use a single procedure to extract the required message.

By this method we have a neat structure which is easy to debug and as a bonus we can make up different replies by mixing the messages (see line 3000). By calling the procedure PROCM with suitable parameters we can make up various messages using the same data (lines 2000-2030). Line 10 will print the message: YOU HAVE FALLEN DOWN THE STAIRS BUT LANDED SAFELY.

A further sophistication is to use the value of a flag in the calling parameter. Imagine a room containing a beanstalk which could be in one of four states: a tiny plant, a 6 foot plant crying water, a 12 foot plant reaching the roof, or a dead overwatered plant. A variable called PLANT is initially set to 1 and is in turn changed to the values 2, 3 and 4 in response to the user giving the command WATER PLANT. By adding the plant descriptions to our existing database as shown in line 4000, you will see that the first description can be printed by the command PROCM(6) and the subsequent states by PROCM(7), etc.

However, the state of the plant at any time can also be printed more simply by the command PROCM(5+PLANT). We can therefore with the minimum of code insert this command into our room description procedures to ensure the correct description of the plant when the plant room description is used (lines 5 and 15).

```
3000 DATA YOU HAVE FALLEN, INTO A PIT, DOWN THE STAIRS,
        OVER A CLIFF, AND DIED, BUT LANDED SAFELY
2000 DEFPROCM(X%)
2010 RESTORE 3000 : FOR AX=1 TO X% : READ MESS$ : NEXT
2020 PRINT MESS$
2030 ENDPROC
10 PROCM(1) : PROCM(3) : PROCM(6)
20 END
4000 DATA A TINY PLANT, A 6 FOOT PLANT CRYING WATER,A 12 FOOT PLANT
        REACHING THE ROOF,A DEAD OVERWATERED PLANT
5 PLANTROOM=2 : ROOM=2 : PLANT=3
15 IF ROOM=PLANTROOM THEN PROCM(5+PLANT)
```

# Guessing routines for the Electron

```
9000 DEF PROCsecret
9010 LOCAL GUESS,GUESS$,CHAR
9020 FOR GUESS=1 TO GUESSLIMIT
9030 PRINT "GUESS NUMBER ";GUESS:
9040 INPUT GUESS$
9050 IF LEN(GUESS$)<>LEN(CODE$) THEN PRINT LEN(CODE$);
" CHARACTERS, PLEASE": GOTO 9030
9060 PRINT "CORRECT LETTERS:";
9070 FOR CHAR =1 TO LEN(CODE$)
9080 IF MID$(GUESS$,CHAR,1)=MID$(CODE$,CHAR,1) THEN
PRINT MID$(CODE$,CHAR,1); ELSE PRINT "-";
9090 NEXT CHAR
9100 PRINT
9110 IF GUESS$<>CODE$ THEN NEXT GUESS:GUESSED=FALSE
ELSE GUESSED=TRUE
9120 ENDPROC
```

*By Sunshine programmer Simon Lane*

THIS PROCEDURE FOR the Electron or the BBC micros makes the player guess a secret code, with a limit on the number of guesses allowed. Each time the player makes a guess he is shown how many of the letters in his guess were correct, if any.

Input to the procedure is the string to be guessed, and the maximum number of attempts allowed. The procedure sets the variable GUESSED to TRUE if the code was guessed in the number of tries allowed, and to FALSE otherwise.

For example:

1000 PRINT "The wizard looks at you, and in a booming voices decrees 'If you can guess my name I will let you enter the cavern. Otherwise I will turn you into a frog. My name has five letters, and you may have up to five guesses'.

1010 PROCsecret("BORIS",5)

1020 IF GUESSED THEN PRINT "The wizard smiles and says 'You have passed my simple test, good Sir. I will let you pass,' and he stands aside. ":GOTO 2000

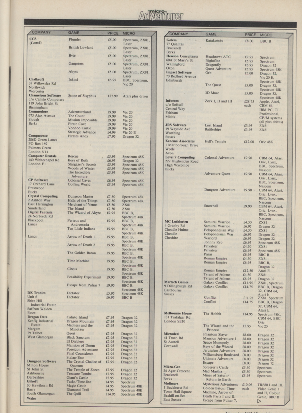
1030 PRINT "Croak."□

# ADVENTURE FILE

**The most complete listing available of adventures, war games and real-life simulations — new entries are printed in italic and should be sent to Adventure File, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD**

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|---|---|---|---|
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| Treboeth Swansea | Domain | £4.95 | Spectrum |
| **Abbex** Tavistock House 34-36 Bromham Rd Bedford | Faust's Folly | £5.95 | Spectrum |
| **Abersoft** | Adventure 1 | £5.95 | ZX81 |
| 7 Maes Afallen Bow St Dyfed | Adventure 1 | £6.95 | Spectrum 48K |
| **Abrasco** The Grange Barn Pike's End Eastcote Middx | Pirate | £8.50 | Dragon 32 |
| **Acornsoft** | Philosopher's Quest | £9.95 | BBC B |
| 4A Market Hill | Castle of Riddles | £9.95 | BBC B |
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| **Artic** | Planet of Death | £5.95 | ZX81 |
| Main St | Planet of Death | £6.95 | Spectrum 48K |
| Brandesburton | Inca Curse | £5.95 | ZX81 |
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| Yorks | Ship of Doom | £5.95 | ZX81 |
| | Ship of Doom | £6.95 | Spectrum 48K |
| | Espionage Island | £5.95 | ZX81 |
| | Espionage Island | £6.95 | Spectrum 48K |
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| 10 Ash Rd Leeds 6 | Krago Castle | £6.00 | Spectrum |
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| Atari House | Kingdom | £14.99 | Atari |
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| **Avalon Hill** 650 High Rd London N12 | B1 Bomber | £11.95 | Atari, TRS80 I and III, CBM 64, Pet |
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| | Fredericksburg | £25.95 | TRS80 I and III + drives |
| | Tactical Armour Command | £28.95 | Apple II + drives |
| **Bamby Software** | Golden Apples | £5.95 | Dragon 32 |
| Leverburgh | Planetary Trader | £5.95 | Dragon 32 |
| Isle of Harris | Surprise | £8.95 | Dragon 32 |
| | Alien Odyssey | £9.95 | Dragon 32 |
| | Scanner 13 | £8.45 | Dragon 32 |
| | Mystery Manor | £6.50 | Spectrum 48K |
| | Alone at Sea | £6.50 | TI99/4A |
| | Nodrug's Quest | £8.45 | TI99/4A |
| | Underground Adventure | £8.45 | TI99/4A |
| **Bug-Byte Software** | The Castle | £6.95 | Spectrum, Oric |
| Mulberry House | Dictator | £9.00 | ZX81 |
| Canning Place | Dragonquest | £11.50 | BBC |
| Liverpool | Damsel and the Beast | £6.50 | ZX81 |
| | Adventure | £5.95 | ZX81 |
| | Old Father Time | £9.50 | BBC B |
| **Buntasoft** 149 Monks Walk Buntingford Herts | Kraal's Kingdom | £4.95 | Vic 20 E |
| **Carnell Software** North Weylands | Volcanic Dungeon | £5.00 | ZX81, Spectrum, Dragon 32 |
| Industrial Estate | Black Crystal | £7.50 | ZX81, Spectrum |
| Mosley Rd | Wumpus Adventure | £5.00 | ZX81 |
| Hersham Surrey | The Crypt | £4.95 | Spectrum 48K |
| **CCS** | Corn Cropper | £5.00 | ZX81, Spectrum |
| 14 Langton Way London SE3 | Corn Cropper | £6.00 | Spectrum 48K, BBC |
| | Auto Chef | £6.00 | Spectrum 48K |
| | Print Shop | £6.00 | Spectrum 48K |
| | Airline | £6.00 | Laser, Oric, Spectrum 48K |
| | Dallas | £5.00 | Laser, Oric, Spectrum, BBC |
| | Camelot | £5.00 | Spectrum, ZX81, Laser |
| | Smuggler | £5.00 | Spectrum, ZX81, Laser ▷ |

# DISPLAY AD INDEX



| COMPANY | GAME | PRICE | MICRO |
|---|---|---|---|
| **CCS** (Contd) | Plunder | £5.00 | Spectrum, ZX81, Laser |
| | British Lowland | £5.00 | Spectrum, ZX81, Laser |
| | Byte | £5.00 | Spectrum, ZX81, Laser |
| | Gangsters | £5.00 | Spectrum, ZX81, Laser |
| | Abyss | £5.00 | Spectrum, ZX81, Laser |
| **Chalksoft**<br>37 Willowslea Rd<br>Northwick<br>Worcester | Inkosi | £6.95 | BBC, Spectrum, Vic 20 |
| **Chameleon Software**<br>c/o Calisto Computers<br>119 John Bright St<br>Birmingham | Stone of Sisyphus | £27.99 | Atari plus drives |
| **Commodore** | Adventureland | £9.99 | Vic 20 |
| 675 Ajax Avenue | The Count | £9.99 | Vic 20 |
| Slough | Mission Impossible | £9.99 | Vic 20 |
| Berks | Pirate Cove | £9.99 | Vic 20 |
| | Voodoo Castle | £9.99 | Vic 20 |
| | Strategic Advance | £4.99 | Vic 20 E |
| **Compusense**<br>286D Green Lanes<br>PO Box 169<br>Palmers Green<br>London N13 | Pirates Ahoy | £7.95 | Dragon 32 |
| **Computer Rentals** | Rescue | £5.95 | Spectrum 48K |
| 140 Whitechapel Rd | Keys of Roth | £6.95 | Dragon 32 |
| London E1 | Stargazer's Secrets | £5.95 | Spectrum 48K |
| | Woods of Winter | £5.95 | Spectrum 48K |
| | The Incredible Adventure | £5.95 | Spectrum 48K |
| **CP Software** | Colossal Caves | £6.95 | Spectrum 48K |
| 17 Orchard Lane<br>Prestwood<br>Bucks | Golfing World | £5.95 | Spectrum 48K |
| **Crystal Computing** | Dungeon Master | £7.50 | Spectrum 48K |
| 2 Ashton Way | Halls of the Things | £7.50 | Spectrum 48K |
| East Herrington | Merchant of Venus | £5.50 | ZX81 |
| Sunderland | The Island | £7.50 | ZX81 |
| **Digital Fantasia**<br>24 Norbreck Rd | The Wizard of Akyrz | £9.95 | BBC B, Spectrum 48K |
| Blackpool<br>Lancs | Perseus and Andromeda | £9.95 | BBC B, Spectrum 48K |
| | Ten Little Indians | £9.95 | BBC B, Spectrum 48K |
| Lancs | Arrow of Death 1 | £9.95 | BBC B, Spectrum 48K |
| | Arrow of Death 2 | £9.95 | BBC B, Spectrum 48K |
| | The Golden Baton | £9.95 | BBC B, Spectrum 48K |
| | Time Machine | £9.95 | BBC B, Spectrum 48K |
| | Circus | £9.95 | BBC B, Spectrum 48K |
| | Feasibility Experiment | £9.95 | BBC B, Spectrum 48K |
| | Escape from Pulsar 7 | £9.95 | BBC B, Spectrum 48K |
| **DK Tronics** | Dictator | £5.95 | Spectrum 48K |
| Unit 6<br>Shire Hill<br>Industrial Estate<br>Saffron Walden<br>Essex | Dictator | £6.95 | BBC B |
| **Dragon Data** | Calisto Island | £7.95 | Dragon 32 |
| Kenfig Industrial Estate | Dragon Mountain | £7.95 | Dragon 32 |
| Margam | Madness and the Minotaur | £7.95 | Dragon 32 |
| Pt Talbot | Quest | £7.95 | Dragon 32 |
| West Glamorgan | Black Sanctum | £7.95 | Dragon 32 |
| | El Diablero | £7.95 | Dragon 32 |
| | Mansion of Doom | £7.95 | Dragon 32 |
| | Poseidon Adventure | £7.95 | Dragon 32 |
| | Final Countdown | £7.95 | Dragon 32 |
| | Stalag/Eno | £7.95 | Dragon 32 |
| **Dungeon Software** | The Crystal Chalice of Quorum | £7.95 | Dragon 32 |
| Milton House<br>St John St | The Temple of Zoren | £7.95 | Dragon 32 |
| Ashbourne | Treasure Tombe | £7.95 | Dragon 32 |
| Derbyshire | Giant's Castle | £5.95 | Dragon 32 |
| **Gilsoft** | Tasks/Time-line | £4.95 | Spectrum |
| 30 Hawthorn Rd | Magic Castle | £4.95 | Spectrum 48K |
| Barry | Diamond Trail | £4.95 | Spectrum 48K |
| South Glamorgan<br>**Wales** | The Quill | £14.95 | Spectrum 48K |
| **Golem**<br>77 Qualitas<br>Bracknell<br>Berks | Katakombs | £8.00 | BBC B |
| **Hewson Consultants** | Heathrow: ATC | £7.95 | Spectrum |
| 60A St Mary's St | Nightflite | £5.95 | Spectrum |
| Wallingford | Dragonfly | £6.95 | Dragon 32 |
| Oxon | Quest Adventure | £5.95 | Spectrum 48K |
| **Impact Software**<br>70 Redford Avenue<br>Edinburgh | Orb | £5.00 | Dragon 32, Vic 20 E, Spectrum 48K |
| | The Quest | £5.00 | Dragon 32, Spectrum 48K |
| | 3D Maze | £5.00 | Dragon 32, Spectrum 48K |
| **Infocom**<br>c/o Softsell<br>Central Way<br>Feltham<br>Middx | Zork I, II and III | £28.75 each | Apple, Atari, CBM 64, IBM PC, TI Professional, CP/M systems (all plus drives) |
| **JRS Software** | Lost Island | £3.95 | ZX81 |
| 19 Wayside Ave<br>Worthing<br>Sussex | Battleships | £3.95 | ZX81 |
| **Kenema Associates**<br>1 Marlborough Drive<br>Worle<br>Avon | Hell's Temple | £12.00 | Oric 48K |
| **Level 9 Computing**<br>229 Hughenden Road<br>High Wycombe<br>Bucks | Colossal Adventure | £9.90 | CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom |
| | Adventure Quest | £9.90 | CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom |
| | Dungeon Adventure | £9.90 | CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom |
| | Snowball | £9.90 | CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom |
| **MC Lothlorien** | Samurai Warrior | £4.50 | ZX81 |
| 4 Granby Rd | Samurai Warrior | £6.95 | Dragon 32 |
| Cheadle Hulme | Peloponnesian War | £4.50 | ZX81 |
| Cheadle | Peloponnesian War | £6.95 | Dragon 32 |
| Cheshire | Warlord | £6.95 | Dragon 32 |
| | Johnny Reb | £6.95 | Spectrum 48K |
| | Privateer | £4.50 | ZX81 |
| | Privateer | £6.95 | Spectrum 48K |
| | Paras | £6.95 | BBC B |
| | Roman Empire | £4.50 | ZX81 |
| | Roman Empire | £6.95 | BBC B, Dragon 32 |
| | Roman Empire | £12.50 | Atari E |
| | Tyrant of Athens | £4.50 | ZX81 |
| | Tyrant of Athens | £6.95 | Dragon 32 |
| **Martech Games** | Galaxy Conflict | £11.95 | ZX81, Spectrum |
| 9 Dillingburgh Rd<br>Eastbourne<br>Sussex | Galaxy Conflict | £14.75 | BBC B, Dragon 32, CBM 64, Atari E |
| | Conflict | £11.95 | ZX81, Spectrum |
| | Conflict | £14.75 | BBC B, Dragon 32, CBM 64, Atari E |
| **Melbourne House**<br>131 Trafalgar Rd<br>London SE10 | The Hobbit | £14.95 | Spectrum 48K, CBM 64, BBC, Oric |
| | The Wizard and the Princess | £5.95 | Vic 20 |
| **Microdeal** | Phantom Slayer | £8.00 | Dragon 32 |
| 41 Truro Rd | Mansion Adventure 1 | £8.00 | Dragon 32 |
| St Austell | Space Monopoly | £8.00 | Dragon 32 |
| Cornwall | Keys of the Wizard | £8.00 | Dragon 32 |
| | Jerusalem Adventure | £8.00 | Dragon 32 |
| | Williamsburg Boulevard | £8.00 | Dragon 32 |
| | Ultimate Adventure | £8.00 | Dragon 32 |
| | Escape | £8.00 | Dragon 32 |
| **Mikro-Gen** | Sorcerer's Castle | £5.50 | Spectrum |
| 24 Agar Crescent | Mad Martha | £5.50 | Spectrum |
| Bracknell<br>Berks | Mines of Saturn/ Return to Earth | £5.95 | Spectrum |
| **Molimerx**<br>1 Buckhurst Rd<br>Town Hall Square<br>Bexhill-on-Sea<br>East Sussex | Mysterious Adventures: Golden Baton, Time Machine, Arrow of Death Parts I and II, Escape from Pulsar 7, | £10.06 each | TRS80 I and III, Video Genie I and II, Colour Genie, BBC B |

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| COMPANY | GAME | PRICE | MICRO |
|---|---|---|---|
| **Molimerx (Contd)** | Circus, Feasibility Experiment, Wizard of Akyrz, Perseus and Andromeda, Ten Little Indians | £10.00 each | TRS80 I and III, Video Genie I and II, Colour Genie, BBC B |
| | Epic Hero: Ocean Hunt, Dungeon of Derojhen, Venus Must Live | £10.06 each | TRS80 I and III, Video Genie I and II |
| | Battle of Britain | £15.53 | TRS80 I and III, Video Genie I and II |
| | Concorde | £17.25 | TRS80 I and III, Video Genie I and II |
| | Fairytale | £10.06 | TRS80 I and III, Video Genie I and II |
| | Wonderland | £10.06 | TRS80 I and III, Video Genie I and II |
| | Dreamworld | £10.06 | TRS80 I and III, Video Genie I and II |
| | Everest Explorer | £10.06 | TRS80 I and III, Video Genie I and II |
| | Temple of Bast | £10.06 | TRS80 I and III, Video Genie I and II |
| | Wumpus | £6.32 | TRS80 I and III, Video Genie I and II |
| **Muse Software**<br>c/o Softsell<br>Central Way<br>Feltham<br>Middx | Castle Wolfenstein | £21.55 | Apple, Atari (both plus drives) |
| **Newsoft**<br>12 Whitebroom Rd<br>Warners End<br>Hemel Hempstead<br>Herts | Black Dwarf's Lair | £4.95 | Spectrum |
| | Time Bandits | £4.95 | Spectrum |
| | Secret Valley | £4.95 | Spectrum |
| | Great Western | £4.95 | Spectrum |
| | Spectral Maze | £4.95 | Spectrum |
| **Peaksoft**<br>7 Hawthorn Crescent<br>Burton-on-Trent<br>Derbyshire | Death's Head Hole | £5.45 | Dragon 32 |
| | Don't Panic | £3.45 | Dragon 32 |
| **Phipps Associates**<br>99 East St<br>Epsom<br>Surrey | Knight's Quest | £4.95 | Spectrum, ZX81 |
| | Greedy Gulch | £4.95 | ZX81 |
| | Magic Mountain | £4.95 | Spectrum |
| | Adventure | £5.00 | ZX81 |
| | Novotnick Puzzle | £5.00 | ZX81 |
| **Pixel Games**<br>c/o Quicksilva<br>92 Northam Rd<br>Southampton | Trader | £9.95 | ZX81, Spectrum |
| | | £14.95 | Vic 20 |
| **Premier**<br>208 Croydon Road<br>London SE20 | Adventure Plus | £7.95 | Dragon 32 |
| | House of Horrors | £4.95 | Dragon 32 |
| | Caverns of Doom | £4.95 | Dragon 32 |
| | Dungeons of Death | £6.95 | Dragon 32 |
| | Dragon Power | £7.95 | Dragon 32 |
| | Plant | £5.95 | Dragon 32 |
| | Oil Recovery | £5.95 | Dragon 32, Video Genie, TRS80 I and III |
| **Program Power**<br>8/8A Regent St<br>Chapel Allerton<br>Leeds | Adventure | £7.95 | BBC |
| | Eldorado Gold | £6.95 | BBC B |
| | Labyrinths of La Coshe | £7.95 | BBC B |
| | Seek | £6.95 | BBC |
| | Adventure | £6.95 | BBC |
| | Caveman Adventure | £6.95 | BBC |
| **Psion**<br>2 Huntsworth Mews<br>Gloucester Place<br>London NW1 | Flight Simulation | £7.95 | Spectrum 48K |
| **Quicksilva**<br>92 Northam Rd<br>Southampton | Trader | £9.95 | ZX81, Spectrum |
| | Trader | £14.95 | Vic 20 |
| | Pioneer Trail | £3.95 | ZX81 |
| | Ocean Trader | £3.95 | ZX81 |
| **Red Shift**<br>12C Manor Road<br>London N16 | Apocalypse | £9.95 | Spectrum 48K, BBC B |
| | Apocalypse Expansion: Maps | £4.95 | Spectrum 48K |
| | Apocalypse Expansion: Ancient Scenarios | £4.95 | Spectrum 48K |
| | Apocalypse Expansion: Modern Scenarios | £4.95 | Spectrum 48K |
| **Salamander** | Franklin's Tomb | £9.95 | Dragon 32, Oric 48K, BBC B |
| **Salamander (Contd)**<br>17 Norfolk Rd<br>Brighton<br>Sussex | Wizard War | £7.95 | Dragon 32 |
| | Lost in Space | £9.95 | Dragon 32 |
| | Everest | £7.95 | Dragon 32 |
| | Night Flight | £7.95 | Dragon 32 |
| | 737 Flight Simulator | £9.95 | BBC B |
| **Severn Software**<br>5 School Crescent<br>Lydney<br>Glos | Grail | £6.95 | Oric 48K |
| | Moria | £4.95 | Spectrum |
| | Moria | £6.95 | Oric 48K |
| **Richard Shepherd Software**<br>Elm House<br>23-25 Elmshott Lane<br>Cippenham<br>Slough<br>Berks | Super Spy | £6.50 | Spectrum 48K |
| | Transylvanian Tower | £6.50 | Spectrum 48K |
| | Everest Ascent | £6.50 | Spectrum 48K |
| | Ship of the Line | £4.95 | Spectrum |
| | Ship of the Line | £6.50 | Spectrum 48K |
| | Invincible Island | £6.50 | Spectrum 48K |
| | Devils of the Deep | £6.50 | Spectrum 48K |
| **Sierra On-Line Systems**<br>c/o Softsell<br>Central Way<br>Feltham<br>Middx | Mission Asteroid | £17.95 | Atari plus drives |
| | Mission Asteroid | £14.35 | Apple plus drives |
| | Mystery House | £17.95 | Apple plus drives |
| | Wizard and Princess | £23.70 | Atari, Apple (both plus drives) |
| | Cranston Manor | £28.75 | Atari plus drives |
| | Cranston Manor | £25.50 | Apple plus drives |
| | Ulysses and the Golden Fleece | £25.50 | Apple, IBM PC (both plus drives) |
| | Time Zone | £71.95 | Apple plus drives |
| **Sinclair**<br>Stanhope Rd<br>Camberley<br>Surrey | Embassy Assault (also see under Psion and Artic) | £4.95 | Spectrum |
| **Soft Toys**<br>14 Lockharton Ave<br>Edinburgh | The Lair | £6.00 | Vic 20 |
| | Star Warp II | £6.00 | Vic 20 |
| **Software For All**<br>72 North St<br>London N6 | JR | £6.95 | BBC |
| | Space Kingdom | £7.95 | BBC B |
| | Area Radar Controller | £6.95 | BBC B |
| **Sulis Educational Software**<br>4 Church St<br>Abbey Green<br>Bath | Time Traveller | £7.95 | Spectrum, BBC |
| **Superb Software**<br>9B Oval Rd<br>London NW1 | The Island | £10.00 | CBM 64 |
| **Terminal Software**<br>28 Church Lane<br>Prestwich<br>Manchester | Curse of the Werewolf | £9.95 | Vic 20 E |
| | Rescue from Castle Dread | £9.95 | Vic 20 E |
| | Magic Mirror | £9.95 | Vic 20 E |
| | Nosferatu | £9.95 | Vic 20 E |
| | Space Island | £6.95 | Spectrum 48K |
| | Vampire Village | £6.95 | Spectrum 48K |
| **Ultimate**<br>The Green<br>Ashby-de-la-Zouch<br>Leics | Atic Atac | £5.50 | Spectrum 48K |
| | Lunar Jetman | £5.50 | Spectrum 48K |
| **Virgin Games**<br>61-63 Portobello Rd<br>London W11 | Castle Adventure | £6.95 | Dragon 32 |
| **Wintersoft**<br>30 Uplands Park Rd<br>Enfield<br>Middx | Ring of Darkness | £9.95 | Dragon 32 |
| | Operation Gremlin | £6.95 | Oric 48K |
| **Work Force**<br>140 Wilsden Ave<br>Luton<br>Beds | Adventure in Time | £7.00 | ZX81, Spectrum 48K |
| | Pirate Island | £6.50 | Spectrum 48K |

## NOTES TO THE TABLE

**Atari**

The programs will run on either the Atari 400 or 800 unless E is specified, in which case extra memory is needed on the 400.

**BBC**

The programs will run on either of the BBC micros unless the model B is specified, in which case extra memory is needed on the model A.

**Drives**

If a program needs a disk drive system this is specified in the micro column.

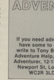
**Spectrum**

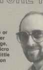
The programs will run on either Spectrum model unless 48K is specified.

**ZX81**

All programs need a 16K RAM pack.

# ADVENTURE HELP



AT THE recent ZX Microfair at Alexandra Palace, I spent several hours watching the crowds around the various stands and the reactions of those looking at the software on display.

Did I detect a slight, but noticeable, feeling of boredom (shock! horror!) with the arcade game? The latest crop is as far advanced from the early programs as can be imagined, and is extremely good, too — but it is hard to foresee what more can be done with arcade games on the home computer, as it presently stands.

Until now, games programmers have been striving to make their creations as much like the arcade originals as possible. It's unlikely, of course, that games like Defender and even simple Space Invaders will ever be satisfactorily copied across to the home micro (Artic's Space Invaders is a remarkably similar implementation, but no version has the adrenalin-pumping thump-thump of the original).

So now the writers display great imagination in creating new games of their own. Games like Cookie, Zzoomm, Psstt and the rest are as good as any arcade game. But with arcade games beginning to use video disks, total environments and multi-players networks, it's unlikely that the home micro can keep up the pretence of similarity.

Thus, I believe that we have reached a plateau. Certainly there will be new arcade-like titles appearing each month, and they will hold the attention for a while, but I think interest will gradually turn towards less frenetic computer pastimes.

One of the main reasons, I imagine, for the popularity of the "zap" game, is the sheer escape that they afford the player — but we can make the same escape via, for example, adventure games (you knew I'd get to it soon, didn't you?).

I don't know if arcade games can be called a hobby, but I think there is generally not a lot of inter-action between adherents of the rocking, vibrating console. Although networks of machine usrs are now appearing in the States that allow inter-action between players, this does not make the pastime a hobby.

*Computer & Video Games*, indeed, publishes hi-scores, and passes on hints from keen arcadists to others of a similar ilk, but the advice passed on to other adventurers by those who have successfully passed a difficult location, is of a much more helpful nature. And it is more itner-active, of course — you scratch my back, etc.

As for hi-socres — well, there has been a little contest running for some time to achieve the lowest score in completing The Hobbit!

Of course, I have no wish to seem elitist at this point — arcade games have just as much right to be popular as adventures, and many, many people will be quite happy to carry on playing them. But zapping Zaaxon can't possibly be as edifying as klobbering Kobolds, can it!

## ADVENTURE CONTACT

**MICRO** Spectrum 48K **Adventure** The Hobbit **Problem** How do you get the bard to kill the dragon? **Name** Adam Lock **Address** 2 (MSQ) TA Centre, Llandaff North, Cardiff.

**MICRO** Vic 20 (16K) **Adventure** Zok's Kingdom **Problem** How do you get passed the place with the pits? **Name** David Martin **Address** 50 Whitehall Rd, Ramsgate, Kent.

**MICRO** Spectrum **Adventure** Ship of Doom **Problem** How do I remove the key from the glass cover? What part does the frozen body play in escaping? **Name** David Hawkins **Address** 107 Butts Hill Rd, Woodley, Reading, Berks.

**MICRO** BBC B **Adventure** Castle of Riddles **Problem** How do you get out of the sitting room without going down hole under the chair? **Name** James Skinner **Address** Winterclyde, Rogers Lane, Stoke Poges, Bucks.

**MICRO** Vic 20 **Adventure** Adventure 5 The Count **Problem** I cannot open the coffin to get to Dracula **Name** Simon Hoare **Address** Ashlett Meade, Stonehills, Fawley, Southampton.

**MICRO** Spectrum 48K **Adventure** Velnor's Lair (Quicksilva) **Problem** How on earth does one feed the sharks with live food? How is it possible to capture one of the nasty orcs, trolls, etc and take it to feed them? **Name** D J Clarkson **Address** 113 High St, Chesham, Bucks.

**MICRO** Dragon 32 **Adventure** Madness and the Minotaur **Problem** Cannot find mushroom in order to find and learn spell **Name** A W Garrington **Address** 45 Station Rd, Llanelli, Dyfed.

**MICRO** Spectrum 48K **Adventure** The Hobbit **Problem** How do you get out of the goblin's dungeon and where do you get the ring? **Name** Glen Hardy **Address** 14 Telese Avenue, Canvey Island, Essex.

**MICRO** Commodore 64 **Adventure** Zork III **Problem** How to get by the panel/mirror near the button room and how to get crown jewels back to the present **Name** Tim Bell **Address** 37 Catisfield Rd, Fareham, Hants.

**MICRO** TI99/4A **Adventure** Scott Adam's Mystery Funhouse **Problem** How to disable the gun in the shooting gallery in order to enter from the tunnel and not get shot **Name** G Westerlan **Address** 22 Turner St, Rochdale, Lancs.

**MICRO** Vic 20 **Adventure** Adventureland **Problem** Please tell me how to wake the dragon and how to get the axe **Name** S Barker **Address** 10 Church View, Brompton, Nothallerton, North Yorks.

**MICRO** Spectrum 48K **Adventure** Adventure B (Inca Curse) **Problem** What are the scales used for? **Name** Jeremy Forgan **Address** 39 Buttermere Ave, Middlesbrough.

HAVE YOU BEEN staring at the screen for days, or given up in disgust, stuck in an adventure whose problems seem insurmountable? Adventure Contact may be the answer. This column is designed to put adventurers in touch with one another. When you're stumped a fellow adventurer may be able to help — and you may be able to solve other people's problems. If you are having difficulties with an adventure, fill in this coupon and send it to Adventure Contact, Micro Adventurer, 12/13 Little Newport St, London WC2R 3LD. We will publish Adventure Contact entries each month in this special column.

**Micro** ..........................................

**Adventure** ..........................................

**Problem** ..........................................

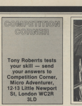
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**Name** ..........................................

**Address** ..........................................

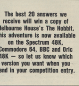
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COMPETITION CORNER

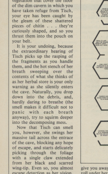
Tony Roberrts tests your skill — send your answers to Competition Corner, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD



**The best 20 answers we receive will win a copy of Melbourne House's The Hobbit. This adventure is now available on the Spectrum 48K, Commodore 64, BBC and Oric 48K — so let us know which version you want when you send in your competition entry.**

# Escape the Hex by retrieving the ring





BURIED DEEP among the piles of rotted and rotting vegetation that cover the floor of the dim cavern in which you have taken refuge from Tisch, your eye has been caught by the gleam of these shattered pieces of chitin . . . they're curiously shaped, and so you thrust them into the pouch on your belt.

It is your undoing, because the extraordinary hearing of Tisch picks up the rasping of the fragments as you handle them, and the hot stench of her breath sweeping over the contents of what she thinks of as her herbal store is your only warning as she silently enters the cave. Naturally, you drop down into the debris, and, hardly daring to breathe (the smell makes it difficult not to panic with each breath anyway), try to squirm deeper into the decomposing mess.

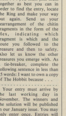
Now that Tisch can smell you, however, she swings her massive tail across the entrance of the cave, blocking any hope of escape, and starts delicately picking through the foliage with a single claw extended from her black and scarred wing-tip. Even so, you almost escape detection as her vision, sensitive to infra-red, confuses the warmth of your body with that of the decomposition around you.

But the rustling rasp of those cursed pieces of chitin again give you away as you passively roll under her massive claw . . . and she has you once more: she has a task for you. She wants you to enter the Hex, retrieve the Ring and make your way out again.

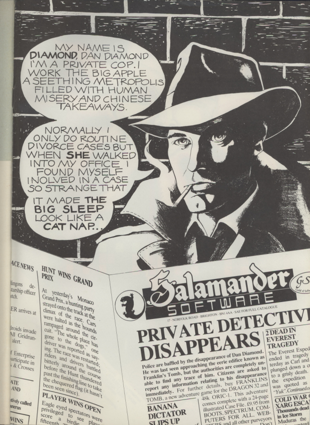
She wants you to succeed: she sketches the rough layout of the cells within the Hex with her claw in the sandy floor of her sleeping-grounds. The Ring is in the centre. It is the Ring she wants. Anything else you can take is yours.

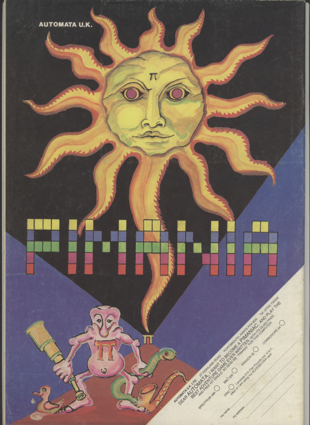
The day before you are to enter the Hex, Fortune smiles upon you at last. As you cast around for anything to distract yourself from the almost certain death that you are to meet in the Hex, you remember those curiously marked chitin fragments, and examine them: suddenly you realise that they map the interior of the Hex: but how do they fit together? And what treasure will you be able to take for yourself?

The diagram shows the fragments and a rough translation of the writing on them . . . you must join them together as best you can in order to find the entry, locate the Ring and make your way out again. Send us your rearrangement of the chitin fragments in the form of the Hex, indicating which fragment is which and the route you followed to the treasure and then to safety. Also let us know the other treasures you emerge with. As a tie-breaker, complete the following sentence in less than 15 words: I want to own a copy of The Hobbit because . . .



Your entry must arrive by the last working day in November. The winners and the solution will be published in our January issue. You may only enter once. Entries will not be acknowledged and we cannot enter into correspondence on the result.


MY NAME IS DIAMOND, DAN DIAMOND I'M A PRIVATE COP. I WORK THE BIG APPLE A SEETHING METROPOLIS FILLED WITH HUMAN MISERY AND CHINESE TAKEAWAYS.
NORMALLY I ONLY DO ROUTINE DIVORCE CASES BUT WHEN SHE WALKED INTO MY OFFICE I FOUND MYSELF INOLVED IN A CASE SO STRANGE THAT
IT MADE THE BIG SLEEP LOOK LIKE A CAT NAP...
HUNT WINS GRAND PRIX
At yesterday's Monaco Grand Prix, a hunting party strayed onto the track at the climax of the race. Cars were halted as the hounds rampaged around the circuit. "The whole place has gone to the dogs," one driver was reported as saying. The race was restarted; riders and drivers battled bitterly around the course before the Hunt thundered past the finishing line to take the chequered flag (it hasn't been seen since).
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PRIVATE DETECTIVE DISAPPEARS
Police are baffled by the disappearance of Dan Diamond. He was last seen approaching the eerie edifice known as Franklin's Tomb, but the authorities are completely unable to find any trace of him. Citizens are asked to report any information relating to his disappearance immediately. For further details, buy FRANKLINS TOMB, a new adventure game for the DRAGON 32 and 48k ORIC-1. This adventure comes complete with a 24-page illustrated Case File. £9.95 from BOOTS, SPECTRUM, COMPUTERS FOR ALL, WEB-
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2 DEAD IN EVEREST TRAGEDY
COLD WAR
Thousands dead in Ice Storm


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